

OFFICIAL GAME GUIDE

EXPERT
STRATEGY FROM



The Lord of the Rings Online™ Shadows of Angmar™



Game Experience May Change
During Online Play

BASED ON A GAME
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The Lord of the Rings Online™ Shadows of Angmar™

PRIMA Official Game Guide



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ISBN: 978-0-7615-5330-4

Library of Congress Catalog Card Number: 2006904291

Printed in the United States of America

07 08 09 10 LL 10 9 8 7 6 5 4 3 2 1



CHARACTER CREATION	4	Your Skills.....	33
The Races of Middle-earth.....	4	Burglar Traits.....	37
Choosing a Class	5	Combat	38
Origin and Appearance	6	Leveling Guide.....	42
There and Back Again	6	Class Quests	44
ADVENTURING IN MIDDLE-EARTH.....	7	CAPTAIN	46
Character Journal.....	7	What Is a Captain?.....	46
Your Stats	7	Strengths and Weaknesses	47
Morale, Power, and Armour	8	Choosing a Race.....	47
Equipment.....	8	Your Best Stats.....	47
Your Skills.....	9	Gearing Up	48
Deeds and Traits	9	Your Skills.....	49
Leveling	11	Captain Traits	54
Quests	11	Combat.....	56
Solo Play.....	13	Leveling Guide.....	60
Fellowship Play	14	Class Quests	61
Combat.....	15	CHAMPION.....	63
Fellowship Maneuvers	17	What Is a Champion?.....	63
Players vs. Monsters	17	Strengths and Weaknesses	63
Kinship	18	Choosing a Race.....	64
The Minimap	19	Your Best Stats.....	64
The Auction Hall	20	Gearing Up	64
Hope, Dread, and Defeat	20	Your Skills.....	65
The Glossary.....	21	Champion Traits	69
TRAVELING.....	23	Combat and Level Guide.....	70
Horse Travel Routes.....	24	Class Quests	76
TOURIST'S GUIDE TO MIDDLE-EARTH.....	26	GUARDIAN	78
The Company	26	What Is a Guardian?	78
Famous Places.....	27	Strengths and Weaknesses	78
More Middle-earth Characters.....	28	Choosing a Race.....	79
BURGLAR.....	29	Your Best Stats.....	79
What Is a Burglar?	29	Gearing Up	80
Strengths and Weaknesses	30	Your Skills.....	80
Choosing a Race.....	30	Guardian Traits.....	86
Your Best Stats.....	31	Combat and Leveling Guide	87
Gearing Up	32	Class Quests	92

Contents

HUNTER	94	Woodworker	202
What Is a Hunter?	94	ANGMAR	206
Strengths and Weaknesses	94	Angmar.....	207
Choosing a Race.....	95	Bree-land	219
Your Best Stats.....	95	Bree.....	221
Gearing Up	95	Ered Luin	229
Your Skills.....	96	Ettenmoors	237
Hunter Traits.....	102	Lone-lands	245
Combat and Leveling Guide	103	Misty Mountains	252
Class Quests	108	North Downs	257
LORE-MASTER	110	The Shire.....	265
What Is a Lore-master?	110	Trollshaws	273
Strengths and Weaknesses	111		
Choosing a Race.....	111		
Your Best Stats.....	111		
Gearing Up	112		
Your Skills.....	112		
Lore-master Traits.....	117		
Combat and Level Guide.....	119		
Class Quests	126		
MINSTREL	129		
What Is a Minstrel?	129		
Strengths and Weaknesses	130		
Choosing a Race.....	130		
Your Best Stats.....	130		
Gearing Up	131		
Your Skills.....	132		
Minstrel Traits.....	138		
Combat and Level Guide.....	139		
Class Quests	144		
CRAFTING	146		
Cook.....	147		
Farmer	151		
Forester	156		
Jeweller	157		
Metalsmith.....	163		
Prospector	181		
Scholar	182		
Tailor	186		
Weaponsmith.....	193		





Character Creation

In the Third Age, amidst the gathering of the Shadow and the plotting of Men and Elves, there shall come a hero into the land. Though great armies amass in the hard mountains of Mordor or along the long plains of Rohan, he shall not lead these troops into battle. His is a smaller fate, one that changes the lives of the common folk of towns like Michel Delving and Esteldín. With rumors of the One Ring in the hands of one lonely adventurer, this hero shall take up the sword, the shield, or the staff to defeat the darkness that threatens to devour the light.

One hero battles against evil Dwarves, vicious Wargs, and cold wraiths, questing for long-lost lore and striving to make a difference in these ominous times. He shall forge courage in his heart and inspire his fellows to the deeds of legend.

That hero is you.



An Elf can be five of the starting seven classes.

The Races of Middle-earth

There are four races in *The Lord of the Rings Online™: Shadows of Angmar™*: Men, Elves, Dwarves, and Hobbits. Your race determines which classes you can play. The Race of Men can play all the classes; Elves have access to Champion, Guardian, Hunter, Lore-master, and Minstrel; Dwarves can begin as Champion, Guardian, Hunter, and Minstrel; and Hobbits can learn Burglar, Guardian, Hunter, and Minstrel.



We chose an Elf Champion for our starting character.

You can also choose your character's sex (though with Dwarves, you can't tell the difference). Gender does not affect game-play.

The differences in the races' characteristics can

affect early adventuring, so think carefully about your race choice in regards to your class.

RACIAL BONUSES				
Stat	Man	Elf	Dwarf	Hobbit
Might	+15	—	+15	-8
Agility	—	+15	-8	—
Vitality	—	—	+10	+15
Will	-8	—	—	—
Fate	+15	-8	-8	—

Men have four racial characteristics that shape their nature. Gift of Men adds 15 Fate, Strong Men adds 15 Might, while Diminishing Mankind subtracts 8 from Will. The Easily Inspired characteristic helps a Man gain more Morale when he is healed.

Elves are born into Middle-earth with different characteristics than Men. Agility of the Woods gains them +15 Agility; Fading of the First Born subtracts 8 from their Fate scores. Sorrow of the First Born subtracts 20 from your Max Morale and 1 from your Morale Regeneration out of combat. Suffer No Illness adds 1 percent to Disease Resistance and 1 percent to Poison Resistance.



You can customize your Elf to a particular style.

Dwarves, as you may guess from their small, muscular bodies, are the toughest race. Sturdiness adds 15 to Might, 10 to Vitality, and 1 percent to Common Resistance (normal melee damage). Unwearying in Battle adds 0.5 Morale and Power Regeneration in combat. All good things, except the brawn, comes at a price. The Stocky characteristic subtracts 8 from Agility, and the Dwarf drops 8 Fate to Lost Dwarf Kingdom.

Hobbits are the most resilient of the bunch. Rapid Recovery adds 1 point a second to Morale Regeneration out of combat, Hobbit Courage adds 1 point a second to Fear Resistance, Resist Corruption improves your Shadow Resistance by 1 point a second, and Rapid Recovery adds 1 point a second to Morale Regeneration out of combat. Hobbit Toughness injects the little fellow with +15 Vitality; however, Small Size reduces a Hobbit's Might by 8.

Each race also dictates which zone you'll start in. This could have a huge effect on your early quest choices. If you begin in Ered Luin, for example, your early quests may only take you through that zone and, perhaps, the Shire. Bree-land's early quests may then go unexplored.

The races begin in the following zones: Men start in Bree-land, Elves start in Ered Luin, Dwarves start in Ered Luin, and Hobbits start in the Shire.

Character Creation



An Elf from Lórien looks different than an Elf from Lindon.

Your race determines your starting storyline and instance area. You may want to factor this in if you decide to play multiple characters. Starting a second Man, for example, results in the same “Jail Break” instance. For variety’s sake, consider trying a different race and a whole new storyline with separate quests.

For the purposes of learning the character creation interface, let’s choose an Elf. This gives us the option of the Champion, Guardian, Hunter, Lore-master, and Minstrel classes. To help determine this, study the following tables.

WEAPON AVAILABILITY							
Weapon Type	Burglar	Captain	Champion	Guardian	Hunter	Lore-master	Minstrel
One-handed axe	—	Yes	Yes	Yes	Yes	—	Yes *
One-handed club	—	Yes	Yes	Yes	—	—	Yes
One-handed dagger	Yes	Yes	Yes	Yes	Yes	—	Yes
One-handed hammer	—	Yes	Yes	Yes	—	—	—
One-handed mace	Yes	Yes	Yes	Yes	—	—	Yes
One-handed sword	Yes	Yes	Yes	Yes	Yes	—	Yes
Two-handed axe	—	Yes	Yes	Yes	—	—	—
Two-handed club	—	Yes	—	Yes	—	—	—
Two-handed halberd	—	Yes	—	—	—	—	—
Two-handed hammer	—	Yes	Yes	Yes	—	—	—
Two-handed mace	—	Yes	—	Yes	—	—	—
Two-handed staves	—	—	—	—	—	Yes	—
Two-handed sword	—	Yes	Yes	Yes	—	—	—
Bow	—	—	Yes	Yes	Yes	—	—
Spear	—	—	Yes	Yes	—	—	—
Thrown weapons	Yes	—	Yes	Yes	—	—	—

*This is a Dwarf-only ability.

ARMOUR AVAILABILITY							
Armour Type	Burglar	Captain	Champion	Guardian	Hunter	Lore-master	Minstrel
Light armour	Yes	Yes	Yes	Yes	Yes	Yes	Yes
Medium armour	Yes	Yes	Yes	Yes	Yes	—	Yes *
Heavy armour	—	—	Yes	Yes	—	—	—
Shields	—	Yes	Yes	Yes	—	—	Yes

*This is with a Trait slotted.

Choosing a Class

You’ll have seven classes to choose from as a Man, less if you’re one of the other races. Each of these classes has an extensive chapter devoted to it later in the book; if you want an in-depth review of each class, flip to the individual class chapters and study up.

Here’s a quick synopsis of each class:

BURGLAR

They don’t like to be called *thieves* or *rogues*; they’re more like stealthy spies with a penchant for riddles and deadly daggers.

Their invisibility can get them into places others of their level normally cannot, and they make great scouts and secondary damage-dealers in a group (known as a “fellowship” in *The Lord of the Rings Online*).

Why not try a Man Burglar?

Continued on next page



CAPTAIN

Their stout courage and rallying cries can bring a fellowship back from the brink of extinction. Their heralds carry banners into battle that bolster a fellowship's skills, they can heal failing companions, and they are accompanied by a steadfast herald as bodyguard protection. These are the true leaders of a fellowship.

CHAMPION

They wield a weapon in each hand and slice through foes with a madness that scares many other classes. A true weaponmaster, the Champion may be the fellowship's toughest fighter, unless there's a Guardian among the ranks. Even then, they can single-handedly steal the show in a hand-to-hand contest.

GUARDIAN

The "tanks" of the battlefield wear the heaviest armour and absorb the most damage. Their job is to make the monsters hate them more than their companions, and draw all the ire to their blocking shield or parrying blade. Their many combat maneuvers open up foes to countless counterattacks.



Dwarves make strong Guardians.

HUNTER

They move like the wind and can travel quickly from town to town, leaving scarcely a leaf unturned in their wake. Hunters have mastered the bow and can inflict massive damage at range. Seldom does a creature reach a Hunter intact, and if it does, the Hunter's prey might have to deal with the trap he just set for it.

LORE-MASTER

Delving into the books from days of yore, Lore-masters channel the powers of nature, calling forth ravens or bears to fight by their side and ripping through foes with fire strikes, air blasts, or earthquakes. Their magic appears imposing to their foes and weakens the enemy's resolve, plus a little healing ensures their fellowship stays strong.

MINSTREL

Never without a fine tune, Minstrels transform melodies into songs that raise the spirits of their fellowship while hammering the enemy's determination. They heal the best of all classes, and if they are allowed to play through their series of increasingly difficult ballads, they will win the battle with powerful anthems that can crush the opposition.



Hobbits have been known to spit out a tune or two as a Minstrel.

Continuing on with our character creation, let's pick the Champion class for our Elf. We're in a hack-and-slash mood, and the Champion class fits that perfectly with its dual-wielding ability and its reliance on Fervour. As a Champion deals damage with special attacks, he gains Fervour points that he can then spend on even more efficient attacks. Expect lots of blood-curdling screams with the Champion.

Origin and Appearance

Now we move on to the Customization screen. In the bottom left-hand corner, click through the Origin box to pick a different background for your race. In our case, we'll choose Lindon. It's important to choose the origin first because it changes certain characteristics such as face and hairstyle, and the other options available for shaping your character. Go through the origin choices before you commit to determining nose, hair, eyes, eyebrows, and mouth, or you may have to restart if you select a new place of origin. Also note that no matter which location you choose in this box, your character still begins in the region designated by your race.

After you select your origin, play around with the face and body types and other fine details. We'll give our Elven Champion long black hair and striking green eyes; if we had chosen Lórien as his place of origin, we could have chosen blond hair, blue eyes, and slender features.

Finally, choose your own unique name. You have now created your first Middle-earth citizen. The help text under the name box offers some great Tolkienesque name suggestions in case you get stuck. Be creative—each *The Lord of the Rings Online* character must have a unique name!



Later in the game, your appearance will change as you gain new and sometimes luxurious gear.

There and Back Again

After you name your hero, the journey into Middle-earth finally begins. Whether you start in the rolling hills of Ered Luin or the small hamlets surrounding Bree, you will see wonders on your adventures that will take your breath away. By the time you reach Level 50, you shall inherit the mantle of legend and lead the next generation of heroes to glory.



Adventuring in Middle-earth

The call has gone out in the land. Armies of filthy goblins and sadistic Hill-men sweep across the plains and valleys, and the common folk on their farms and in their shops stand no chance without the aid of heroes. That aid may blossom out from the notes of a Minstrel's lute or flash from the cold steel of a Champion's blade—whatever your weapon of choice, it's up to you and your fellow adventurers to defy the darkness before it's too late.

Whether it's your first foray into Middle-earth or you're a veteran of multiple fellowship excursions, even experienced players can learn a trick or two in their campaign for peace and prosperity. Treat this chapter as your personal handbook to adventuring in *The Lord of the Rings Online: Shadows of Angmar*, and you may live long enough to one day journey into the depths of Mordor.



Your experience on the road will eventually lead you to the steps of Ost Guruth.

Character Journal



Most of your key character information flashes to the screen in the Character Journal.

Pressing **[C]** brings up the Character Journal, or you may click on the book icon with the silhouette on the cover (located in the bottom-left corner of your interface). Your Character Journal page is the most-used window in the game and contains

info on your character, skills, traits, and titles; the Character section keeps track of your stats, resistances, equipment, and coins, with tabs for your lineage heritage (Bio tab) and your PvP breakdown (the War tab). To see how certain items or buffs/debuffs affect your character, view it all here.

Your Stats

There are five basic stats that influence how your character interacts with the world: Might, Agility, Vitality, Will, and Fate. Your race and character class may require you to concentrate on different stats, so read through the "Character Creation" chapter and the individual class chapters for more tips if you're interested in really fine-tuning your character.

For those anxious to plunge into Middle-earth, the five stats work as follows:

Might: Adds to the amount of damage you deal with weapons and reduces incoming damage. It also increases your blocking ability with a shield and your parrying ability with a weapon.

Agility: Mainly increases your ability to dodge and evade attacks. For characters who rely on ranged attacks, such as the Hunter, Agility increases your ranged damage and reduces your chance to miss.

Vitality: Your number one stat for Morale and melee characters, such as Guardians and Champions, who usually receive a lot of damage. It increases Max Morale and enhances your ability to regenerate Morale out of combat, while also reducing the amount of damage you take from nonweapon sources.

Will: Factors in highly for any class that relies heavily on magic or powerful abilities, such as the Lore-master or Minstrel. It increases your Max Power and affects how much Power you regenerate out of combat.

Fate: Your all-purpose utility stat. It doesn't cry out to any particular class, though its ability to increase Morale and Power Regeneration in combat can keep you alive in more battles than you might think.

In addition to your five base stats, you also have seven different resistances that are adjusted by such things as race and magical equipment: Common, Disease, Fear, Fire, Poison, Shadow, and Wound. These resistances correspond to the most common damage types in the game. "Common"

refers to damage from weapons such as a sword or mace, and certain monsters will deal a particular type of damage, such as spiders with poison or wights with fear. Wounds are nasty cuts from creatures such as bears that tend to rip or tear their targets and always inflict more damage over time. In fact, all damage types may inflict damage-over-time (DoT) effects that continue to hurt you even after combat ends.

The percentage for each particular type shows you how much less damage you take against a creature of your level. For example, if you're Level 10 and have a 5 percent rating for your Fire Resistance, a fire-based attack from a Level 10 monster will deal 5 percent less damage. Your resistances are scaleable, so your percentage gets weaker against higher-level mobs and stronger against lower-level mobs. Your resistance will also sometimes be referred to as "mitigation."



To build a well-rounded character, monitor your stats and keep equipment that improves upon your vulnerabilities.

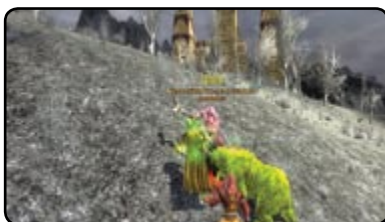


Your other scores match up the same way as resistances. The percentage you see under Critical on your Character Journal page is the Critical Hit Chance versus a monster of your equivalent level. Whenever you score a “crit,” you deal a significant amount of extra damage, and some abilities may trigger a critical strike.

Blocking, evading, and parrying fall under the defensive categories. Each shows the percentage of defending with that technique versus a monster of your level, though you can only block if you wield a shield. Pay attention to how your primary stats affect these scores and adjust accordingly to the character you’d like to develop.

Morale, Power, and Armour

Your base stats tally up to three figures that you’ll care about most of all. Morale (green bar by your character portrait) represents the amount of damage you can withstand before an opponent “defeats” you. At that point, you will disappear from your current location and reappear at the closest rally point (circle of white stones that serves as a safe haven where you can rest back up). In other games, Morale would be similar to hit points or a life score. Vitality has the greatest effect on Morale.



A high Morale enables you to survive against tougher monsters.

TIP Most classes prefer Morale boosts from their equipment over Power improvements.

Power (blue bar by your character portrait) is a combination of your magic energies and your overall endurance to use certain abilities. Will influences Power the most, and a character with a high Power will trigger many more abilities in a longer fight than someone with a weaker Power level.

Finally, your Armour score combines the total armour value of all your items. The higher the Armour total, the more damage you’ll withstand. You’ll often have a difficult choice on items, especially when you must pick between an item with a high armour value and one with a good boost to an ability.

Equipment

In addition to your current coin tally in gold, silver, and copper, your Character page also displays all your equipped items. You may keep other items in your inventory bags (press **Q**) or in your vault, but only items slotted into their appropriate spots on your Character page are active. Their equipment slots correspond to parts of the body:

Head (hat or helmet): 1 slot	Rings (one on each hand): 2 slots
Earrings: 2 slots	Trousers: 1 slot
Necklace: 1 slot	Pocket item: 1 slot
Shoulder pads (both shoulders): 1 slot	Feet (boots or shoes): 1 slot
Chest: 1 slot	Melee weapon: 1 slot
Back (for a cloak): 1 slot	Off-hand weapon or Shield: 1 slot
Forearm (for bracers): 2 slots	Ranged weapon: 1 slot
Gloves (for both hands): 1 slot	Crafting tool: 1 slot

Slide your mouse over a slotted item to see the item’s description. If you scroll over a new item, an item-to-item comparison pops up to help you make your equipment decisions.

Items show up with a variety of background colors in their icons. Monsters may drop red items, which you can usually sell to a vendor for extra cash. Sometimes they give up green items, which you need for one of your active quests. Blue items are generally low-level, nonmagic items and can be sold. Items rimmed by a red border are those that your class cannot use. Yellow items are uncommon items, purple are rare, and aqua are incomparable. Brown treasures are among the most valued, legendary items in the game.



Gear up before attempting forays deep into enemy territory.

You can buy regular gear and other miscellaneous items from vendors. Each time you use an item or are defeated, your item—either on your person or in your inventory—is damaged and must be repaired at a vendor. When turning in a quest or visiting a town, make it a point to repair your gear. This will prevent your armour from falling apart halfway through an instance.

Vendors in the different areas have armour and weapon upgrades, so if you run to an area that is beyond your current level, you can buy better armour than the vendors in your current area (as long as you meet the level requirements for the items). This allows a character to effectively have a higher armour class for their current, active region.

Your Skills

Skills make your character and set you apart as a Burglar, Captain, Champion, Guardian, Hunter, Lore-master, or Minstrel. Each has a different configuration that grants unique abilities for solo and fellowship play. As you level, you can purchase the appropriate skills from your local class trainer. For more details on the available skills by class, flip to the class chapters.



Some skills will aid with your navigation of the surrounding countryside.

Active skills are divided by class categories. The Burglar, for example, may find a skill in Bag of Tricks, Buff Skills, Elements of Surprise, Razor-Sharp Wit, or the Resourceful Burglar categories. The themes help you organize your skills by their in-game effect; all of the Burglar's tricks would fall under "Bag of Tricks," naturally. It's a good idea to customize your interface action bar (or bars, if you go to the "Options" panel and choose more) so that relevant abilities are grouped together. In the heat of battle, you want everything mere pixels from each other; otherwise, you may be searching when you should be swinging.

Your Passive Skills tab shows you the class's "always on" skills. In the Burglar's case, this includes skills such as your armour proficiencies; base race skills; combat characteristics, such as accuracy, evade, and parry; miscellaneous passive skills (Novice, Journeyman, Adept, and Master); and weapon proficiencies.

Deeds and Traits

The Deed Log, the fourth icon on the bottom-left icon panel (with a circular shape on the book cover), keeps track of all your deeds and possible trait rewards. It's broken down by regions and also has race/social and class pages; it also shows you each deed as you discover it with each skill you activate or special area you explore in Middle-earth.

TRAITS BY LEVEL

Trait Type	Level Slot Opens
Virtue	7, 9, 11, 17, 23
Race	13, 19, 25, 31, 37
Class	15, 21, 27, 33, 39
Legendary	41, 45

As you level up, you can gain trait benefits in any of four different categories—Exploration, Lore, Quest, and Slayer. Exploration involves finding a certain number of locations in a single region. Lore requires you to uncover ancient items of power. Quest deeds are special tasks that reward you with trait bonuses. Slayer deeds involve defeating a set number of one type of creature; completing the first tier gives you a title, such as "Wolf-Slayer," while completing a second tier provides a virtue reward, such as Confidence or Wisdom.



Exploration will be a large part of your travels.

Traits present many different abilities that allow for character customization; even two characters of the same class at the same level will turn out differently based on which rewards they include in their available trait slots. Visit your local bard to add or alter your traits as you earn them by your deeds.

VIRTUES

Name	Description
Charity	Adds 1% to Wound Resistance, subtracts 0.5% from Ranged Vulnerability, adds 0.6 Power Regeneration out of combat
Compassionate	Subtracts 0.5% from Ranged Vulnerability, adds 0.2 Power Regeneration out of combat, subtracts 0.5% from Magic Vulnerability
Confidence	Adds 1% to Fear Resistance, +1 Will, adds 0.1 to Power Regeneration out of combat
Determination	+2 Agility, adds 0.1 Morale Regeneration in combat, adds 2 to Max Morale
Discipline	+3 Might, adds 1% to Disease Resistance, subtracts 0.5% from Melee Vulnerability
Empathy	Adds 2 to armour value, +1 Fate, adds 1% Fear Resistance
Fidelity	Adds 1% to Shadow Resistance, +1 Vitality, adds 2 to Max Power
Fortitude	Adds 0.2 Morale Regeneration out of combat, +1 Might, adds 1% to Disease Resistance
Honor	Adds 1% to Poison Resistance, adds 1% to Shadow Mitigation, +1 Vitality
Idealism	+2 Fate, adds 1% to Fear Resistance, +1 Will
Innocence	Subtracts 0.5% from Melee Vulnerability, adds 1% to Poison Resistance, adds 1% to Shadow Mitigation



VIRTUES	
Name	Description
Just	Adds 0.1 to Morale Regeneration in combat, adds 10 to Max Morale, adds 0.6 to Morale Regeneration out of combat
Loyalty	+3 Vitality, adds 10 to Max Power, adds 2 to armour value
Mercy	Adds 1.1 Power Regeneration out of combat, subtracts 0.5% from Magic Vulnerability, +2 Agility
Patience	Adds 1.1 Power Regeneration out of combat, adds 1% to Wound Resistance, subtracts 0.5% from Ranged Vulnerability
Tolerance	Subtracts 0.5% from Ranged Vulnerability, +2 Agility, adds 0.5 Morale Regeneration in combat
Valour	Adds 19 to Max Morale, adds 0.9 Morale Regeneration out of combat, +2 Might
Wisdom	+3 Will, adds 0.8 Power Regeneration out of combat, adds 1% to Wound Resistance
Zeal	Adds 1% to Disease Resistance, subtracts 0.5% from Melee Vulnerability, adds 1% to Poison Resistance

Beginning at Level 7, you can improve your character with virtues. They give you small character upgrades, whether it be improving your Shadow Resistance or increasing your Vitality. Collect as many traits as possible and decide which fit your play style. You may want to pump up a certain stat or address one of your weaknesses. Notice that traits will stack—meaning that you can get more than one of each and that their effects multiply—so go after the traits you like and build a fun character that fits your play style.

At Level 13, you gain your first race slots. Earned by completing Racial Deeds, these are specific to Man, Elf, Dwarf, or Hobbit and have three tiers to each deed. More difficult to obtain than virtues, race traits grant you special skills, such as the Elf's Stealth ability or Rivendell travel skill.

RACIAL DEEDS			
Race	Name	Level	Action
Dwarf	Enmity of the Dourhands	13	Defeat 50 Dourhand Dwarves
Dwarf	Enmity of the Dourhands II	19	Defeat 100 Dourhand Dwarves
Dwarf	Enmity of the Dourhands III	25	Defeat 150 Dourhand Dwarves
Dwarf	Enmity of the Goblins	13	Defeat 50 goblins

RACIAL DEEDS			
Race	Name	Level	Action
Dwarf	Enmity of the Goblins II	29	Defeat 150 goblins
Dwarf	Enmity of the Goblins III	35	Defeat 250 goblins
Dwarf	Enmity of the Trolls	29	Defeat 100 trolls
Dwarf	Enmity of the Trolls II	35	Defeat 150 trolls
Elf	Enmity of the Goblins	13	Defeat 50 goblins
Elf	Enmity of the Goblins II	19	Defeat 100 goblins
Elf	Enmity of the Goblins III	25	Defeat 150 goblins
Elf	Enmity of the Orcs	13	Defeat 50 orcs
Elf	Enmity of the Orcs II	29	Defeat 150 orcs
Elf	Enmity of the Orcs III	35	Defeat 250 orcs
Elf	Enmity of the Drakes	29	Defeat 100 drakes
Elf	Enmity of the Drakes II	35	Defeat 150 drakes
Hobbit	Enmity of the Wolves	13	Defeat 50 wolves
Hobbit	Enmity of the Wolves II	19	Defeat 100 wolves
Hobbit	Enmity of the Wolves III	25	Defeat 150 wolves
Hobbit	Enmity of the Spiders	13	Defeat 50 spiders
Hobbit	Enmity of the Spiders II	29	Defeat 150 spiders
Hobbit	Enmity of the Spiders III	35	Defeat 250 spiders
Hobbit	Enmity of the Goblins	29	Defeat 50 goblins
Hobbit	Enmity of the Goblins II	35	Defeat 100 goblins
Man	Enmity of the Dead	13	Defeat 50 wights
Man	Enmity of the Dead II	19	Defeat 100 wights
Man	Enmity of the Dead III	25	Defeat 150 wights
Man	Enmity of the Wargs	13	Defeat 50 wargs
Man	Enmity of the Wargs II	29	Defeat 150 wargs



RACIAL DEEDS

Race	Name	Level	Action
Man	Enmity of the Wargs III	35	Defeat 250 wargs
Man	Enmity of the Hill-men	29	Defeat 150 Hill-men
Man	Enmity of the Hill-men II	35	Defeat 250 Hill-men

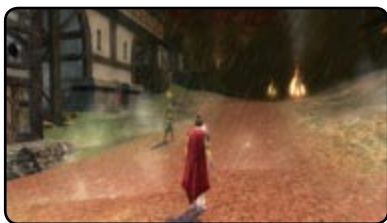
Class traits trigger when you use your key class skills. After you use a particular skill a certain number of times, you'll gain a new ability. The Lore-master, for example, can gain an improved Staff Strike or enhance the power of his pets. For more on class traits, turn to the individual class chapters.

At the top of the trait hierarchy, you have only two legendary trait slots. You won't see these until you reach level 40, and they are the most difficult to accomplish. Each class needs to hunt certain high-level creatures in order to get book drops that piece together the legendary trait.

Eight book pages complete a legendary trait and give you a very strong new skill. For more on legendary traits, turn to the individual class chapters.

Leveling

All heroes begin at Level 1 and cap out at Level 50. Along the way, your journey will be quite different from other valiant adventurers, depending on your class, race, quest choices, and the decisions you make on your path to defy the evils of Angmar. The bar along your screen's bottom tracks your experience throughout your current level. If the experience bar is orange, you earn normal experience; if it's blue, you gain bonus experience. You build up bonus experience when you are logged out from the game, thus enabling players who haven't gamed in a while to catch up to their friends a little bit quicker.



Instance quests are both memorable and rewarding on your climb to Level 50.

You will always gain more experience by completing quests, rather than simply slaying monsters. The best way to power-level is to collect all the quests in the area first, then journey out and complete your tasks. Many times these tasks will overlap and you'll complete quests simultaneously and speed up your leveling progress. Because of their complexity and heightened danger, fellowship quests tend to reward you with the most experience and better treasures.

Quests

You will have a purpose in Middle-earth, or several, depending on how many quests you pick up in your travels. It might be fun to skewer spiders or bash bears, but you definitely earn a ton more experience by completing quests. As you help the citizens of Eriador, you will become embroiled in their lives and stories.

When the threats against you remain reasonable, it's possible to solo on quests equal to your level or, perhaps, a few levels higher. Soloing allows you to choose whatever quest you want and to complete it exactly when you want to; plus, you get 100 percent of the experience and rewards. If you want to power-level, collect as many quests in the same area as possible so that you can achieve multiple objectives simultaneously. For example, if you have one quest that requires warg tails and another that requires you to reduce the pesky warg population, every warg kill will satisfy both quests and will speed up your experience acceleration. Fellowship quests usually yield much better money and rewards, except you'll need two or more companions to help you finish the quest.



You will interact with famous Company members like Strider as you quest about Middle-earth.

If you need funds, the humanoids in each zone are a good source of money. They are also a good source of armour and gear.

To manage all your quests, select the Quest menu icon (the ring icon in the interface's bottom left) and add up to five quests to your Quest Tracker. The Tracker appears on the screen's right-hand side. Add and subtract quests from the Tracker by right-clicking on a quest or by going back into the Quest menu. Your displayed quests remind you where you must go and provide a summary of your objectives to help guide you toward quest completion. Turn to the "Quests" chapter for the complete breakdown on every The Lord of the Rings Online quest.

TIP Turn your quests in as soon as you complete them. You never know when a new quest objective might be in the area that you are currently exploring.



There are many useful commands that you can access with a few keystrokes. The following commands work by typing the appropriate text in the chat window:

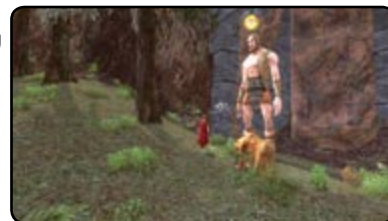
GENERAL COMMANDS	
Command	Description
/advice <text>	Send a message to the advice channel
/afk	Lets others know you are away from the keyboard
/angry	Performs an emote
/auction <text>	Sends a message to the auction channel
/automove	Toggles whether or not you stand your ground during combat
/autotarget	Selects your attacker when attacked, provided you have no current target. Can also select your nearest enemy if your current target is no longer available
/beckon	Performs an emote
/beg	Performs an emote
/bio	Performs an emote
/bored	Performs an emote
/bow	Performs an emote
/bug	Reports a programming bug
/cheer	Performs an emote
/confused	Performs an emote
/cough	Performs an emote
/cower	Performs an emote
/crazy	Performs an emote
/cry	Performs an emote
/dance	Performs an emote
/dance1	Performs an emote
/dance2	Performs an emote
/dance3	Performs an emote
/drink	Performs an emote
/duel	Challenge another player to a sparring match
/dustoff	Performs an emote
/e <text>	Sends text prefaced as an emote
/eat	Performs an emote
/emote <text>	Sends text prefaced as an emote
/emotelist	Get the entire emote command list
/faint	Performs an emote
/flex	Performs an emote
/flirt	Performs an emote
/follow	Follows your target
/friend add <name>	Adds a player to your friends list

GENERAL COMMANDS	
Command	Description
/friend remove <name>	Removes a player from your friends list
/friend list	Displays the status of everyone in your friends list
/handstand	Performs an emote
/hug	Performs an emote
/ignore add <name>	Adds a player to your ignore list
/ignore remove <name>	Removes a player from your ignore list
/ignore list	Displays the players you currently have ignored
/impatient	Performs an emote
/invite <name>	Invite a character into your fellowship
/kiss	Performs an emote
/kneel	Performs an emote
/laugh	Performs an emote
/lfg	Toggles "looking for group" status on and off
/liedown	Performs an emote
/loc	Displays map coordinates for your current position
/localtime	Displays the time on your PC
/location	Displays map coordinates for your current position
/look	Performs an emote
/mock	Performs an emote
/mourn	Performs an emote
/no	Performs an emote
/ooc <text>	Sends message in "out of character" channel
/pet	Orders pet to attack, follow, stay, assist, guard, aggressive, passive, rename, skill1, skill2, skill3, status, and release. To attack, for example, you type: /pet attack.
/pick	Performs an emote
/point	Performs an emote
/pose	Performs an emote
/pushups	Performs an emote
/r <text>	Reply to a message sent to you
/ra <text>	Send a message in the raid chat channel



Solo Play

You are birthed into the game as a solo player, and whenever you adventure outside a fellowship, you must rely on your wits and skills to stay alive and thrive. A strong player will learn from his or her mistakes and watch others' actions to adapt better techniques. Still, there are some tips you should consider to avoid the newbie pitfalls that slow down first-time players.



A pet lends support to solo adventurers in dangerous areas.

First, master your class skills and stick to your specialties. If you're a Lore-master, your pet should fight by your side and absorb the brunt of the damage; a Champion, however, might jump straight into battle if he thinks he can outdamage his opponent. Conversely, a Hunter shouldn't charge into a fight and ignore his greatest strength—lethal damage from long range.

It may not be so easy to distinguish your best skills. Some work better than others in certain circumstances, and some work better in a fellowship than in solo play. For example, a Captain can issue his various Command skills only to a fellowship companion, while a Guardian's Sweeping Cut works perfectly well against multiple foes in any combat situation. Practice all your skills until you know them inside and out, and you won't ever be at a loss for when to activate them.

It's especially important that you find the appropriate region if you're going to do a lot of soloing. You will not be able to deal with higher-level, multiple-foe mobs for long as a solo player and may get frustrated at constantly having to restart at the rally points (not to mention the loss of coins to cover your equipment repairs).

If you're power-leveling and want to maximize the amount of experience you gain from each kill, enter a zone when the lowest-level monsters appear white or yellow (your level or greater). Otherwise, it's reasonable to enter a zone at its midpoint, where the lower-level mobs appear green and the higher-level mobs may still appear red. Show up in the Lone-lands at Level 25, for example, and you should be well-equipped for all but the toughest challenges in the zone.

GENERAL COMMANDS

Command	Description
/raid	Use the raid commands create, disband, invite, dismiss, promote, demote, swap, and leave. To create a raid party, for example, you type: /raid create.
/reply <text>	Reply to a message sent to you
/retell	Repeat a message
/roar	Performs an emote
/rude	Performs an emote
/sad	Performs an emote
/salute	Performs an emote
/say <text>	Say a message to those immediately next to you
/scold	Performs an emote
/scratch	Performs an emote
/shakefist	Performs an emote
/shout <text>	Sends message to everyone around you
/shrug	Performs an emote
/sigh	Performs an emote
/sit	Performs an emote
/smoke	Performs an emote
/smoke1	Performs an emote
/surrender	Performs an emote
/tell <name> <text>	Send a message to another character. Can be abbreviated as /t
/thank	Performs an emote
/tutorial	You can enable, disable, or reset the tutorial. To enable, for example, you type: /tutorial enable.
/wave	Performs an emote
/whisper <name> <text>	Send a message to another character prefaced as a whisper
/who	Finds players in the region who match your criteria
/yes	Performs an emote



As a solo player, be careful that you don't instigate a fight that you can't handle. Usually you'll want to deal with a creature one-on-one. Scout the terrain ahead of time, and learn all the enemy movement patterns and combat preferences. It's foolish to pick a fight with a single orc on a road where an orc patrol might happen by at any moment. That single orc could turn into a half dozen a few seconds into the battle, and you'll be back at the rally point before you have a chance to try out that fancy new sword.

Common sense goes a long way. While a high-level Lore-master may take on two or three enemies at once because he travels with a pet and has the ability to root foes in place, the same odds might mean death for a Hunter trapped in close combat with the same foes. Think and react to the situation as it applies to your strengths and weaknesses. The number one rule in combat is always know when to run away. After playing your character for several hours, you should have a good idea of how quickly enemies can deal damage to you. When you get close to the threshold where you may not defeat the enemy before he defeats you, bolt for the horizon and live to fight another day.

Fellowship Play

The first book in the trilogy wasn't named *The Fellowship of the Ring* for nothing. As we know from the *Company of the Ring*, great deeds cannot always be done alone. In *The Lord of the Rings Online*, the epic stories and more challenging quests will require fellowships, or group play, to conquer.

Each class has a distinct role in a fellowship. It may or may not be similar to the role you play in solo battles. A fellowship operates with a single purpose, but with many different parts working together to reach that goal. A coordinated effort will succeed; chaos will usually fracture the fellowship and lead to failure.



Two characters combining against a single enemy usually ensures success.

In general, class roles fall into categories that take best advantage of class skills. However, be prepared to improvise at any given moment. For example, if you're a Lore-master keeping a second monster away from the group and you see the first enemy about to defeat your tank, you may want to switch to offence and help out with the first enemy.

A Burglar acts as the fellowship's scout. He slips into the shadows with stealth and recons the area for enemy positions, treasure locations, and quest objectives. When going up against the allies of the Shadow, a Burglar can sniff out places overwhelmed by Dread and guide your fellowship around the

Dread, or at least find pockets where the Dread won't affect you as badly. Once the battle begins, the Burglar adds extra damage per second (DPS) to the fight, usually slipping in behind the primary threat and delivering a hefty backstab. Most important, the Burglar initiates Fellowship Maneuver opportunities for the group with Skills like Exploit Opening and Trip. There's always a chance that a Fellowship Maneuver opportunity can happen randomly, but the Burglar is the only class that has multiple ways to initiate the boon any time he wants.

The Captain's role adapts to the group's current needs. If the fellowship needs healing, the Captain can supply it with skills like Rallying Cry and Words of Courage. He can tank with quality offensive weapons and armour, and his herald adds an extra body to the fight. Plus, the Captain's herald significantly boosts the fellowship's stats, which will help you in any occasion. A Captain's various commands and cries may swing the contest in the fellowship's favor as well.

The Champion provides the offensive punch for a fellowship. They deal the most melee and area-of-effect DPS and are no slouches in the defensive department, so they can tank for a group if a Guardian isn't present. A Champion can help a fellowship end battles quickly, thus taking on more enemies at once or progressing through a hostile area fast enough to avoid unwanted attention.

The fellowship's main tank responsibilities fall on a Guardian's shoulders. His superior defence and ability to hold the mob's aggro anoint the Guardian as the chief link for holding a fellowship together in the heat of battle. If the tank falls, it generally spells doom for the rest of the fellowship as the enemies split and attack the more vulnerable companions. The Guardian's primary job is to hold the line and keep the enemy's attention on him at all times so that others can do their thing.

The Hunter is another utility player, with lots to offer a group. He can rain damage on targets from a distance or he can pull a single foe from an enemy group so your fellowship can battle it alone (as long as the tank grabs the enemy's aggro when it's in range). He can build a campfire to help with regeneration after a fight. Maybe best of all, the Hunter's travel abilities can transport a fellowship across great distances in seconds, which will prove invaluable at higher levels when quests might take you across regions. Don't forget that a Hunter deals the best single-target DPS and is great at picking off targets in a large group battle.

A Lore-master offers the best crowd-control abilities for a fellowship. Blinding Flash will paralyze a single foe, while Herb-Lore will freeze up to three enemies in place for a minute. Both help manage how many foes the fellowship faces at once, which will save the fellowship many times. When not monitoring additional foes, the Lore-master has healing and significant damage spells that support the group well.



Every fellowship needs a healer, and the Minstrel is the best healer of all seven classes. His single and group heals keep companions alive, and when the Minstrel isn't healing, he can augment the fellowship with his ballads and anthems.

For more on individual class strategies in fellowship, **NOTE** turn to the appropriate class chapter later in the guide.

The ideal fellowship depends on several factors—nature of the encounter, size of the group, play styles of the individual gamers, and so on. Below we outline a few types of five-companion fellowships. Obviously, you can add another member to improve your odds of success; fewer members will mean a greater challenge. The maximum size for a fellowship is six.

BALANCED CONFIGURATION

- **Guardian or Champion (tank)**
- **Minstrel or Captain (healing)**
- **Burglar (scout, Fellowship Maneuver opportunities)**
- **Lore-master (crowd control)**
- **Hunter (utility)**

A balanced fellowship configuration spreads the skills around and prepares the group for any challenge. Some skills overlap, such as the Minstrel's and Lore-master's healing, which helps in cases where a companion may be overwhelmed at a critical time or has already fallen in battle.



While questing, don't hack everything in sight; learn your fellowship role to best serve the group.

BLITZKRIEG CONFIGURATION

- **Guardian (tank)**
- **Champion or second Guardian (off-tank)**
- **Captain or Minstrel (healing)**
- **Burglar (scout, Fellowship Maneuver opportunities)**
- **Hunter (extra ranged DPS)**

The "blitzkrieg" configuration emphasizes speed and damage over healing or defence. You carry at least two tanks on the team (a combination of Guardians and Champions), a Captain for more damage and some light healing (or a Minstrel for more healing but less damage), a Burglar to scout out each enemy and lend more DPS against the targets, and a Hunter for ranged DPS. This type of fellowship plans to rip through one enemy group before a second can engage them; they don't have the defences for prolonged fighting, so it's got to be swift or not at all.

CONTROL CONFIGURATION

- **Guardian (tank)**
- **Captain (off-tank, healing)**
- **Minstrel (healing)**
- **Burglar (scout, extra DPS, Fellowship Maneuver opportunities)**
- **Lore-master (crowd control)**

A fellowship that emphasizes control will line up more healers to support the group. You still need a Guardian, and it's a good idea to have a second tank, such as a Captain (especially since the Captain carries more healing than a Champion). You need a dedicated healer, which falls to the Minstrel, and you can use the crowd-control abilities and healing of the Lore-master. The Burglar plays a key role—he must guide the group past mob groups that may aggro at once. This particular fellowship may enter long fights, battling for continued periods of time with so much healing, which means they are prone to mob adds that can overwhelm an unprepared party.

TIP Watch for character animations. They give away what your fellowship partner is preparing to do, and you can be proactive with your action and save precious seconds that could prove the difference in a close fight.

Of course, it's not guaranteed that you will succeed just because you have the perfect combination of fellowship members. You must apply your skills and react quickly to the challenges that you will inevitably encounter during quest runs. Smart fellowships will identify which mobs they can handle and which they can't, and as long as you dodge or control the adds that wander in your direction, your team will thrive in style.

Combat



Survey the land and its inhabitants before attacking a target.

Every enemy in the game has a level attached to it, and a color system helps with easy identification. The color system ranges from gray (no threat at all and will only aggro if you sit on top of it) to purple (super dangerous and will aggro you from far away; if you can see it, the purple can probably see you). White means the mob is the same level as you are, which is probably a safe place to start your battles.



THREAT LEVELS

- **Gray (no threat)**
- **Green**
- **Light Blue**
- **Dark Blue**
- **White (equal to your level)**
- **Yellow**
- **Orange**
- **Red**
- **Purple (very deadly)**

New adventurers must be careful not to pick a fight with a mob tougher than it first appears. Solo-appropriate mobs have a blue rim to their portraits; red-rimmed monsters are elites, and their levels equate to a fellowship at that average level. It's essentially impossible to beat an elite of your level or slightly higher on your own. A monster with a red circle and a crown atop its portrait is an elite master and should be avoided at all costs unless you are with a powerful fellowship or raid group.

When you're ready to hunt down a foe, survey the local terrain for your first target. Choose an isolated target away from enemy support, unless you plan on taking out bigger groups with a fellowship. If you don't have a clear line of sight all around the immediate area, see if you can climb to a higher vantage point. A hill or tower might allow you to spot the deadly elite around the corner or hiding in the nearby ruins.

How you approach your foe depends on your class. Classes with ranged attacks like Hunter, Lore-master, or Minstrel have the luxury of pulling a single target from a distance without worrying about aggroing other mobs. A Burglar can use stealth to slip in unseen and get in close to its target. A Captain might send his herald in to draw the enemy's ire, while the Champion or Guardian may charge in directly against the foe.

Be aware that certain enemies have special abilities that will force adjustments in your usual stalking tactics. Creatures with invisibility might take you by surprise, so comb the area to find all potential threats. When you get an alert message, stop and spin until you locate the hidden target. Other enemies may call for help or flee much faster than the standard foe; adjust your tactics accordingly.



If your Morale drops in battle, try your defensive skills to steer the enemy off you.

Once the battle begins, lead with your best combination of skills and watch your vital stats. Gauge how fast your Morale bar drops compared to the enemy's, and keep track of Power. It's not as crucial if your Power drops low, unless you rely on skills with heavy Power requirements, in which case you might need to flee when you run out of Power. Should your Morale be cut down to one-third versus a powerful opponent—or one-quarter versus an enemy that isn't dishing out as much damage—it's time to retreat unless you have help.

TIP Save your most powerful skills for dire situations. Don't use them early in a fight; you don't want to waste them when they could prevent defeat later.

In the heat of battle, you must keep your wits about you and monitor your skill timers. Don't swing wildly or trigger abilities randomly. If you play a class that needs to build to better skills, use your cheaper skills first and wait for the better ones to become active. Skill chains are on the same timer, so coordinate your attack to use one chain, then possibly several others, before the first chain comes back online again. It's a good idea to organize your skill bars by grouping chained skills; that way you don't have to search around the screen for the exact skill you need during a split-second decision.

You don't have to slug it out with the enemy either; you can try alternate combat techniques. The best approaches usually deal as much damage as possible to your target before it can land a single blow on you. Characters with ranged attacks, such as the Hunter, can pincushion an enemy with two or three shots prior to close combat, effectively weakening it by one-third or one-half of its life.

A similar technique involves "kiting" your target. Kiting drags an enemy around the area as you hit and run, hit and run, whittling down the enemy without ever having to battle it in melee. This works particularly well with a damage-over-time ability that slowly cuts chunks off the enemy's life total. Just watch that you don't drag the enemy too far from its home location or else it'll break off contact and reset to full as it retreats to its starting spot.

Certain classes can freeze a foe, such as the Lore-master with Blinding Flash. Use this attack to paralyze a monster that has the jump on you; this will allow you to recover some valuable Morale and Power before picking up the attack again. It can also slow down a tough opponent long enough to escape.



With practice, you will learn how to handle your class like a pro in no time. Remember to think on your feet and adjust to whatever the enemy throws your way. If a spider, for instance, traps you with a web and you're low on Morale, don't panic. You may still take it out with a ranged attack or cast a heal on yourself to buy time for the web to fade away and for you to make a safe getaway. Prepare your character with the best weapons and equipment you can afford—including at least one potion to remove Poison and one to remove Fear effects in dire situations—and you will stand tall in the face of the enemy no matter the odds.

Fellowship Maneuvers



You have access to several Fellowship Maneuver, including ones that will deal huge amounts of damage to the enemy.

A Fellowship Maneuver is a powerful coordinated group attack that's usually triggered through the actions of your team's Burglar. For more on the skills that can trigger a Fellowship Maneuver, turn to the appropriate class chapters. During fellowship combat, if a Fellowship Maneuver goes off, the

combat momentarily pauses for you to choose one of four colors: yellow, red, green, or blue. If all teammates choose a color before the brief timer expires, the following effects occur: a strong DoT on the enemy (yellow), a powerful one-shot damage attack (red), Morale recovery for you (green), and Power recovery for you (blue).

The Fellowship Maneuvers you choose will depend on the circumstances. If you want to finish off the enemy quickly, choose red; in a longer fight, choose yellow, since that attack will deal more damage as long as the battle continues for another 20 seconds. If you're wounded below half your Morale or currently engaged with a secondary enemy, green seems the best choice for an extra heal. When you're down on Power, choose blue to restock your energy.

Under the Fellowship Skills tab, you can see what your four base Fellowship Maneuvers do. The abilities are adjusted based on your level. For example, a Level 50 Burglar may fire off any of these Fellowship Maneuver moves: Spider's Guile (main-hand weapon +60 damage, 172 Common damage initially, and 172 Common damage every 4 seconds for 20 seconds), Ent's Strength (main-hand weapon +414 damage), Eagle's Cry (heals 580–585 Morale), and Stallion's Spirit (restores 338–343 Power). You can also discover new Fellowship Maneuver through fellowship play, so get out there and group to learn better, all-powerful combos.

Players vs. Monsters



Large raid parties are essential to storm the enemy strongholds in the Ettenmoors.

When you near the level cap, you will gain access to the Ettenmoors, a simple one-silver horse ride from the Rivendell stables. The Ettenmoors is a full player-vs.-player (PvP) region, or more specifically, a player-vs.-monster (PvMP) zone, as you can choose to

take your high-level character into the zone as a "player" or join the "monster" side through a Fell Scrying Pool (one is in Beggar's Alley, in Bree). As a monster player, you can choose to inhabit the bodies of orcs, spiders, and wargs as you wage war against the Free Peoples.

Like other regions, the Ettenmoors contains quests, though these are based around raid groups or PvMP-centric objectives. Primarily, players and monsters will fight over the region's central strongholds, such as Tol Ascarnen, Lugazag Tower, Tirith Rhaw, and the Grimwood Lumber Camp. Your main raids, which reward you with Valour tokens instead of experience, involve seizing the strongholds (if they are held by the enemy) and defeating the enemy's major NPCs at the site.

One-on-one, you can follow the combat tactics of your class, but PvMP combat usually benefits the side with the numbers. Stick together as a large group, and attack in coordinated waves to pick off smaller enemy groups. Attacks that slow down an enemy, such as the Hunter's Barbed Arrow or the Champion's Hamstring, will prevent a fleeing enemy from escaping your group's attack; use those first if you can.

It's essential to include healing in your mix if you can. The Captain's Rallying Cry or the Minstrel's Triumphant Spirit can make your fellowship seem like it has twice the number of companions, as you won't fall as easily in battle. Rallying Cry is especially effective; there are so many enemy deaths in PvMP that the Rallying Cry can be triggered multiple times in a skirmish and keep Morale totals high.



On the attack, you can try several tactics. Flanking can disrupt and cripple the enemy when you take a smaller force to call attention to the front while larger forces, or more powerful forces, drive a wedge through the enemy from the sides. “Bait and switch” sends a single companion to lure enemies after him, attempting to stretch the enemy’s force to a point where they can’t support each other well, and then hidden ambushers attack as one. Of course, even a smaller group can do damage, especially if two or three invisible wargs or Burglars lie in ambush for an unsuspecting victim. Whatever your approach, coordination is the key to success, so whether you go with one of these tactics or stick to a simple direct assault, always speak with your fellow-ship or raiding party first to make sure you’re all on the same page.



Coordinated mass attacks will eradicate the enemies in PvMP combat.

Raids involve large numbers of fellows working toward a common goal. Frequently, these raids will attempt to “flip” a stronghold from the enemy’s control to yours, which happens if you can beat all the elite masters or archenemies guarding the stronghold. So long as you concentrate on one mob at a time and have the numbers, you should be able to overwhelm the NPC forces at the stronghold.

However, you must also deal with human-controlled monsters or human players working against you during your raid assaults. With a big raid, it’s good practice to move against the early targets as one massive group, but then to leave a smaller but formidable group in the rear to engage any human players. Inside the various strongholds, where you may wind up staircases to the upper levels, the rear group can hold a single staircase or platform for minutes at a time, allowing the main group to assault the stronghold NPCs without further interference. After you beat the final NPC, the stronghold will convert to your side, stocked with allied NPC guards and high-powered NPCs, and that should be more than enough to drive back the enemy forays.



Kinship

Making friends and interacting with the The Lord of the Rings Online society can be a rewarding experience and increase your enjoyment of the game. Rather than go door-to-door looking for friends and possible fellows, consider joining a kinship.



A kinship functions much like a guild in other games. It is an organization of like-minded individuals who band together for the purposes of sharing information, trading items, hooking up for fellowship quests and raids, and, of course, chatting and having a good time. Stuck on a quest and don’t know what the next step should be? Ask your kinship. Need a reliable Minstrel to head off into Angmar? A call to your kin solves the problem.

Emotes are another fun part of the social experience. Your character can unlock various Titles and emotes by completing the following Deeds which are recorded in your Deed Log:

SOCIAL TITLES	
Name	Description
Adorable	Some people just seem to be more cute and cuddly than the rest.
Alluring	There are those individuals with mysterious qualities that others find quite alluring.
Befuddling	Some people just seem to talk in riddles all the time. Whether they mean to do so or not varies.
Beloved	Many are those who seek true love—few are those who find it.
Harassed	The world is filled with those who are less well off than ourselves.
Ridiculed	If you cannot say anything nice, do not say anything at all. Alas, some people never learned that lesson.
Dull	There are those with the mysterious ability to bring any conversation to a grinding halt.
Fire-breather	Some folks just enjoy the adulation of an audience.
Helpful	Some people just like to help out.



SOCIAL TITLES

Name	Description
Hero	Some people demand respect, while others work to earn it.
Infuriating	Some people are merely annoying, while others really know how to get under your skin.
Insulted	Sticks and stones may break my bones, but words will never hurt me—that is, unless they are part of some spell; those can sting.
Intimidating	While great size and strength can be intimidating, attitude can also take you a long way.
Juggler	The ability to amuse your friends is a skill worth cultivating.
Naughty	Some folks just cannot seem to behave themselves.
Sword Salute	There are those whose military bearing demands respect.
Victorious	There are those who are born to win and those who are not.
Breakfast Connoisseur	Breakfast is the most important meal of the day—and you believe in starting the day right.
Carnivore	Green, leafy vegetables hold no interest for you. Only fresh meat provides proper sustenance.
Pie Maven	There are those who consider themselves knowledgeable in the ways of magic or warfare. You, on the other hand, know a great deal about pies.
Vegetarian	The flesh of beasts is not to your liking. You show a marked preference for greener fare.
The Wary	Achieve Level 5 without falling in battle!
The Undefeated	Achieve Level 10 without falling in battle!
The Indomitable	Achieve Level 14 without falling in battle!
The Unscathed	Achieve Level 17 without falling in battle!
The Undying	Achieve Level 20 without falling in battle! Be warned—this is your final step along the path of the Survivor.

Scout around for a kinship that fits what you want out of the game. Some kinships will concentrate on PvMP play, others will go on frequent raids, while others run social events and enjoy conversation over swordplay. All kinships have a leader and officers who can invite you into the fold once you've decided to join. No matter what type of kinship you join, always remember that you are dealing with real people and should be considerate of other people's thoughts and feelings when conducting your actions. In other words, treat others as you would like to be treated yourself.

The Minimap

Imagine a Scout who flies above your head and gives a bird's-eye view of the surrounding countryside. That's just what you have with your minimap. It may not show you enemy positions, but it will indicate the terrain, quest givers, vendors, craftsmen, and other things that make navigating easier. Use it to learn the countryside, particularly the layout of areas that you may not get into easily by foot.



The top corner minimap shows your general location, plus areas of interest like quest givers, vendors, and even the town bard.

You also own a map yourself. At the completion of the intro quests, you gain a map that you can link to any major town. There are milestone markers at various locations that will mark that location on your map. These are not automatic; the player must activate them. It has an hour timer on it, so you can't count on using it several times in a row; however, the timer does continue when you log out and will be ready when you next adventure in Middle-earth.



The Auction Hall

Auction halls are located at several places across Middle-earth, the most prominent being the auction hall at the center of Bree. Auction halls are easy to use in that you place items you want to sell to other players under the Post tab and set a price. After adjusting the time the auction is active, click "accept" and people can now bid on the item. A buyout price allows other characters to purchase the item and not wait until the timer for the auction runs out. The buyout price must be more than the bid price.



Rivendell hosts various auctioneers in and around the Last Homely House.

Perhaps the best feature of the auction hall is the kinship-only feature. You can place items in the auction hall and only members from your kinship can purchase them. This feature allows kinship members to trade items across time and distance easily. You can also use the mail system to send items, money, or messages to your friends and kin.

The other important feature is that a player is limited in the number of items they can have bids on. So keep your bids limited to those items that have a short time period or you may not be able to place a bid on an item you need.



Hope, Dread, and Defeat

Much like the delicate balance between light and darkness, or good and evil, there exist hope and dread. Hope is the joy and optimism you feel in the hallowed places of Middle-earth or from the spiritual powers of certain magical items. Dread represents the opposite—the despair and fear you feel in places of doom or when you fall in defeat while defending the land.



Dread weakens your resolve and even darkens your game screen.

The balance of these two encapsulates your mood. You can feel as good as a value of +5 (such as in the Valley of Rivendell) or as low as -5 (in the shadows of Carn Dum). For each positive mood point, you gain 1 percent to your Maximum Morale, you gain 1 percent more Morale on heals, and you receive 1 percent less damage when taking wounds. For each negative mood point, however, you lose 5 percent to your Maximum Morale, you receive 1 percent less Morale on heals, and you take 1 percent more damage when taking wounds.

When you succumb to defeat in a region, you will restart at the nearest rally point with a certain amount of Dread. The amount depends on the region, with only a small penalty (1 Dread) in lower-level regions such as Ered Luin and the Shire, a medium penalty in regions such as the Trollshaws (3 Dread), and a severe penalty in high-level regions like Angmar (4 Dread). The Dread penalty lasts for 10 minutes; let it wear off before you do any serious adventuring or you may be back in the same straits minutes later. Some monsters, especially bosses, can cause you additional Dread, which can combine with other Dread penalties. When you know you will be facing a foe that instills Dread, come prepared with special items that heighten your Hope, use special skills to boost your resistances, or spend Destiny Points to counteract the effects. It is also possible that certain notable Middle-earth heroes can inspire Hope in those who stand near them.

The Glossary



To reach legendary status, you must speak the language and learn all the secrets of The Lord of the Rings Online.

"Caught in lag, some newbies ganked my PC before I could nuke them with my twinked purple staff." Did you read that sentence without running it through decryption software? Don't worry if you didn't; not all of us can be experienced online warriors who speak the jargon like a pro. The social experience and depth of Middle-earth can be tremendous, but it can be confusing at times. Here are some general multiplayer online terms and specific The Lord of the Rings Online: Shadows of Angmar concepts that you may need defined if you don't have as much experience as some of the other veterans out there.

AC: Armour class (armour value).

Add: An "addition," or extra mob while you are already engaged with another mob.

AFK: "Away from keyboard." A courtesy phrase to let everyone know that you are not ignoring them.

Aggro: "Aggression" or aggressive mob. Mobs with yellow health bars will not attack unless provoked; however, mobs with red health bars will aggro once you come within their range. Also means to draw the attention of one or more mobs.

AoE: "Area of effect." A skill or ability that affects a radius, not just a single target. Keep in mind that you may hit multiple targets, but you also may draw additional aggro and possibly nullify existing effects on the targeted enemies.

Boot: To be ejected from a fellowship, raid, or kinship, usually due to poor behavior of some sort.

BRB: "Be right back." A phrase to let friends know you won't be long away from the computer.

Buff: A skill or ability that delivers a positive effect for a prolonged period of time.

Bug: An in-game error.

Camp: To remain in one spot in order to kill a specific NPC or monster, or trigger a certain quest event.

Creep: Slang for a monster player.

CYA: "See ya." Shorthand for "see you later."

DD: "Direct damage." Damage aimed directly at a target, usually from a spell- or skill-based source.

Debuff: A skill or ability that delivers a negative effect for a prolonged period of time.

Ding: To level up.

DoT: "Damage over time." Skills or abilities that deal initial damage and then additional damage every few seconds for a set amount of time.

DPS: "Damage per second." A stat that factors in the speed and power of a weapon to gauge its average damage every second.

Dread: A penalty to your Max Morale, healing abilities, and damage resistance for 10 minutes after you are defeated in combat. Certain evil locations also generate Dread in the immediate area.

Emote: A special action or emotion performed by your character.

EXP/XP/EP: "Experience points." Experience marks your progress as you level up in your class.

Fellowship: A group of characters who band together to form a company, usually to take on the more difficult quests in the game.

FreeP: Short for "Free Peoples." Slang for the PC side in the Ettenmoors.

Gank: To defeat a foe through an excessive amount of force.

GLF: "Group looking for." Abbreviation usually followed by a character class, such as "GLF Minstrel."

GM: "Game master." In-game personnel who can help you with a bug or technical problem.

GTG: "Good to go." Another shorthand term for "ready."

Hope: A bonus to your Max Morale, healing abilities, and damage resistance for 10 minutes based on certain magical items or havens for the Free Peoples.

IMHO: "In my humble opinion." A phrase to note that the following statement is an opinion and may not be accepted by all.

J/K: "Just kidding." To let someone know you did not mean any harm by your statement. In the chat channels, it's common to have misunderstandings because you don't get the tone and facial expressions involved with face-to-face interaction.

Kiting: To pull a foe after you while dealing consistent damage in the hopes of taking it down before it deals significant damage to you.

Lag: A slowdown in the game's frame rates due to technical issues.

LFG: "Looking for group" or LFF for "looking for fellowship."

LOL: "Laughing out loud."

Loot: Another term for treasure or rewards.

LVL: "Level."

MA: "Main assist." Usually the character pulling the target for the fellowship.

Mez: Shorthand for "mesmerize," a term that describes skills or abilities that paralyze a foe and take them out of a fight while you deal with other enemies or flee.

Mob: A computer-controlled enemy.

Mood: The result of adding your Hope and Dread scores together.



MP/MPC: Monster Player/Monster Player Character. In the Ettenmoors, the common designation for the enemies of those who play Men, Elves, Dwarves, and Hobbits.

MT: "Main tank." The primary character who holds mob aggro in a fellowship.

Nerf: An in-game change that negates or reduces the effectiveness of a previous item or class.

Newbie: A new player who doesn't have much experience.

NPC: "Nonplayer character." Any character in the game not controlled by another player.

Nuke: A powerful skill or ability. Also, to "nuke" a target with heavy damage all at once.

OMW: "On my way." Courtesy phrase to let someone know that you are meeting them soon.

OOC: "Out of character." Usually reserved for statements that aren't in the spirit of role-playing or don't follow the game's storyline and flavor. Frequently used for game questions about a particular area or quest.

PC: "Player character."

Pet: An ally, such as a bear or herald, who assists you but is computer-controlled.

Pop: A term for when a mob suddenly spawns next to you.

PST: "Please send tell." Usually a request for someone to send you a direct message.

Pull: To draw an enemy toward you, usually to avoid dragging other enemies along as well.

PUG: "Pick-up group." A fellowship formed by a group of players who don't know each other.

PvM: "Player vs. monster." The player-vs.-player experience that exists in the Ettenmoors.

PvP: "Player vs. player." A common term for a contest that involves only human players and no NPCs.

PWN: A misspelling of the word "own." It means that you dominated someone in a fight.

Rally Point: A circle of white stones that serves as a safe haven. You immediately restart at the nearest rally point after being defeated in combat.

Region: A large area. There are nine in Eriador: Angmar, Bree-land, Ered Luin, the Ettenmoors, the Lone-lands, the Misty Mountains, the North Downs, The Shire, and the Trollshaws.

ROFL: "Rolling on the floor laughing."

Root: To freeze an enemy in place with a special skill or ability.

RPG: "Role-playing game." Role-playing refers to staying in character and immersing yourself in the Middle-earth environment and storyline.

Spam: A message to everyone or a series of nonsense messages that are considered in poor taste.

Spawn Point: A spot where the game generates an NPC or mob.

Tank: A fellowship character who draws aggro well and holds a mob's attention. An "off-tank" is a secondary character who holds the attention of the second strongest mob. Guardians and Champions are usually considered tanks.

Taunt: To enrage a mob so that it focuses its aggro and attention on you.

Tell: To send a private message to another player.

Train: Either to level up your skills or to pull several unwanted enemies after you at once.

Twink: A low-level character equipped with super-powerful gear provided by another high-level character's money or good will.

WTB: "Want to buy." Used when looking to acquire an item in the auction chat channel.

WTS: "Want to sell." Used when looking to sell an item in the auction chat channel.

WTT: "Want to trade." Used when looking to trade an item in the auction chat channel.

Woot: Short for "We Own the Other Team." A common term for expressing exhilaration.

Zerg: To rush an enemy target or position with overwhelming forces in attempt to seize victory quickly.



A full moon rises over the Lone-lands as you search for long-lost treasures.



Traveling

Middle-earth, as the raven flies, is a big place, and you may be crossing the land on tiny Hobbit feet. Even if you have the longer strides of a Man or an Elf, it can take many moons to jog from the mountains of Thorin's Gate to the soothing rush of Rivendell's Bruinen. And that's if the bears, wargs, and orcs don't look at you as their next snack.

After you find a region that fits your level and with which you're comfortable, your trips will be short. Your legs will take you from place to place, to rich rewards and character-building quests. The following are traveling tips to remember as you wander about the land.

Stick to the roads when crossing through unknown territory. Enemies roam the wilderness and are more apt to leave you alone if you stick to a well-traveled path. Roads also cut a clear trail through hills and forests, which increases your visibility. Know where potential threats are, especially if they're at a higher level than you or if there are large groups that could overwhelm you. When you spot enemies at a distance and study their movement patterns, you can plan your attacks better, or plan that hasty retreat if things aren't looking good.

Read your Quest Log. Quest descriptions give you directions to your intended locations and provide hints about the enemies and obstacles you may face.

Explore your regions. Hidden deeds frequently appear when you uncover a new place, and you don't want to miss the rewards that come with completing these challenges. To get a good look at the surrounding countryside, run up the highest peak in the area and survey the land in every direction.



A quiet meadow in Ered Luin



The North Downs

Every adventurer has a need to journey out and see the world. When you want to take longer trips between regions or want to save travel time with a quicker trip between town stables, hop on a horse. Each major town—and even unlikely places in the middle of nowhere—has a stable containing horses who will take you to any of several locations.

To link to another stable, journey to that stable on foot and click on it; this activates that stable, which remains open to you for the rest of the game. Pay attention to your costs; not every trip costs the same, and even a return trip may be cheaper or more expensive based on the originating stable.

Early in the game, hold on to your coins and hoof it without a horse. Horses stick to the roads, and you can explore a region more fully on foot. Later, after you own a healthy amount of coinage, horses will speed up your trips and save you time you can spend on quests or helping kin.

For a complete rundown on the horse routes in the game's nine regions, flip to the chart and saddle up!



Horses—the fastest way to travel.





Horse Travel Routes

Thorin's Gate
Ered Luin

Swift Travel to
Celondim: 1 sp
Swift Travel to Michel
Delving: 1 sp
Swift Travel to West
Bree: 1 sp
Swift Travel to
Ettenmoors: 120 sp

12 sp

Gondamon
Ered Luin

6 sp

Duillond
Ered Luin

10 sp

Needlehole
The Shire

5 sp

Brockenborings
The Shire

4 sp

4 sp

10 sp

Celondim
Ered Luin

Swift Travel to Michel
Delving: 1 sp
Swift Travel to Thorin's
Gate: 1 sp
Swift Travel to West
Bree: 60 sp

Michel Delving
The Shire

Swift Travel to Celondim: 1 sp
Swift Travel to Thorin's Gate: 1 sp
Swift Travel to West Bree: 1 sp
Swift Travel to Ettenmoors: 120 sp

Hobbiton
The Shire

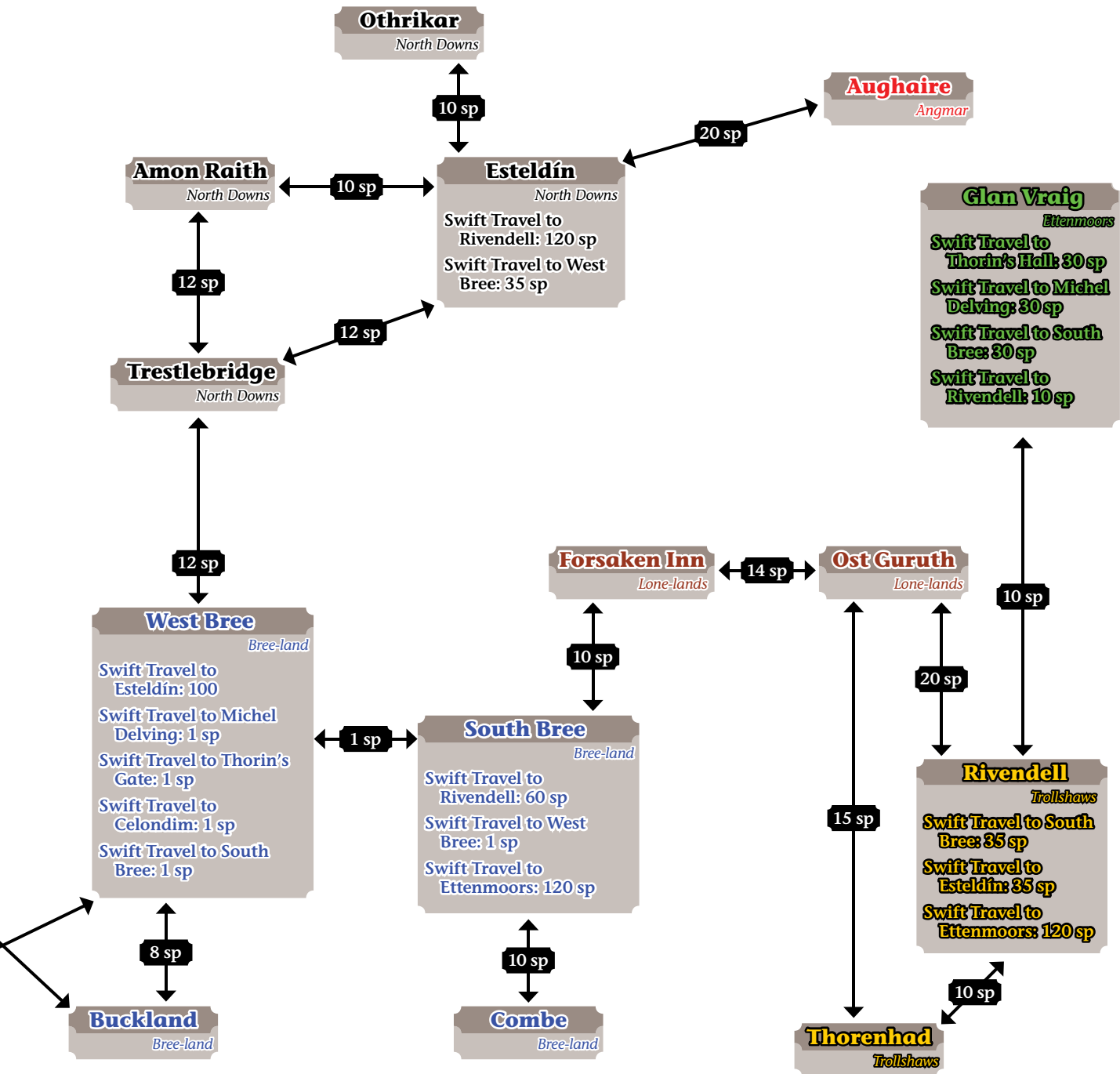
4 sp

Stock
The Shire

3 sp

10 sp

Traveling





Tourist's Guide to Middle-earth

You may have been born along the weeds of the Brandywine River, among the houses of Bree's many neighborhoods, or in the mountains surrounding Othrikar. You may have only worked on the farm with your dad or stayed in the quiet solitude of Rivendell's hidden valley. Whether Man, Elf, Dwarf, or Hobbit, you have heard the names of legends and the rumors of fantastic places around the world.

By the time your experience raises you to the ranks of the truly powerful, you will see most of these marvelous sights for yourself. But for those who may want a quick tour of Tolkien's most famous highlights, here's a list of the people, places, and things that you won't want to miss.



Gandalf and Elrond

The Company

The nine who have the fate of Middle-earth in their hands—or in the hands of one unassuming Hobbit—begin their final preparations for a march against Mordor. As they plan that monumental journey, you can find them scattered throughout the land, where they work to preserve the many lives of the Free Peoples.

Aragorn

The heir of Isildur walks among the people of Middle-earth as a Ranger, though he hides a lineage that is so much more. Known as Strider to some, he plots against the Shadow from his room in Bree's Prancing Pony. He reveals his full identity to you in the safety of Rivendell's Last Homely House.



Aragorn in disguise as "Strider"

Boromir

A proud Captain of Gondor, Boromir paces the upper roads of Rivendell in front of the gates to the Misty Mountains. Unless you are on a matter of utmost urgency, you may get a terse reception from the wandering warrior.



Frodo

The Hobbit with the weight of the world on his shoulders stands along the veranda outside Rivendell's Last Homely House. If you meet up with Gandalf in Rivendell, he will send you on a journey to befriend and counsel the young Hobbit.



Frodo Baggins

Gandalf

You may catch sight of the Grey Pilgrim all across the land, whether it's early in your career amidst the stone in Frerin's Court or later in the halls of the Last Homely House. You may even see him at the Prancing Pony in Bree or as a guide on some of your epic quests.

Gimli

Son of Glóin and representative of the Dwarves in the Fellowship of the Ring, Gimli can usually be found talking with his father at Glóin's Camp in the foothills of the Misty Mountains. Dwarf characters will have an earlier encounter with Gimli, prior to Thorin and Company's quest to reclaim the Lonely Mountain. Dwarves may also witness one of his visits to Thorin's Hall.

Legolas

The son of Thranduil arrived at Rivendell as a messenger and became a member of the Company of the Ring. Often deep in thought at Rivendell's Haven of Orladion, Legolas will aid you directly with some of your epic quests.



Merry

Meriadoc Brandybuck, one of the four Hobbits in the Company, may prove elusive as you travel about Middle-earth. To find the young Hobbit, scour Rivendell, where he waits with the rest of his friends for their next big adventure.

Pippin

Best friend of Merry, Peregrin Took has taken a low profile in Middle-earth—probably not surprising for a small Hobbit. In your travels through Rivendell, you may meet up with this famous Hobbit at the stables.

Sam

Frodo's best friend and stalwart companion, Samwise Gamgee is a long way from his home in the Shire. He stands among the beautiful foliage in Rivendell, near the central path.

Famous Places

The breathtaking scenery will have you admiring hill and dale. Even so, there are a few special places that your Hobbit-feet or Elf-boots will be itching to visit, if you know anything about legendary adventures—or legends soon in the making. The next time your quests take you past one of these locales, drop in on a bit of Tolkien history.

Bag End

At the north end of Hobbiton, look for the road sign that leads to the home of Bilbo and Frodo Baggins. The stately Hobbit-hole stands on a shapely hill in the Shire sun.

Barrow-downs

Evil has infiltrated Bree-land. Barghests prowl the hills, while wights guard the ancient stone cairns that dot the Barrow-downs. Those who fear the dark should stay clear of the hills southwest of Bree.

Bree

The West's largest town lies at the crossroads in the center of Bree-land. You can reach most of the major towns from Bree, and it's inevitable that your travels will take you within Bree's famous hedge walls.



The town of Bree

Ford of Bruinen

Known as the place where Elrond and Gandalf fought off the Black Riders as they chased Frodo and the Ring, the ford's waters are back to normal since it saw the cascading waves brought down by Gandalf's arts. It marks the entrance to the eastern hills that lead to Rivendell.

Hobbiton

The Shire's most famous town serves as a waypoint for travelers and traders of many different races. Frequent horse routes cut through Hobbiton, so if your quests don't take you through central Shire, your adventures will.

Misty Mountains

The region in the northeast corner of Eriador holds some of the tougher creatures you will face in your adventures. Stories from Bilbo Baggins's journey into the hills tell of goblins, giants, and things of the dark, though these are the least of the evils found here.

Old Forest

The woods bordering Buckland have become more spirited in recent times, and the locals distrust its dangerous nature. Expect a maze of impenetrable trees and hostile inhabitants if you journey into its confines in southwest Bree-land.



Prancing Pony

On the north side of Bree, Barliman Butterbur runs the land's most famous inn. Stop in for a sip of ale, a hint of gossip, or visit one of its many rooms and its important patrons.

Rivendell

Far to the east in the Trollshaws, high up in secluded mountains and away from the main roads, the Elves' most prestigious haven welcomes those adventurers worthy enough to reach it. Elrond and his Last Homely House, Imladris, command a view over the scenic valley.

Stone-Trolls' Glade

Many years ago, when Bilbo accompanied Thorin and company on their great quest to reclaim the Lonely Mountain, the party was grabbed by trolls, only to be saved later by the light of day. The daylight transformed the trolls into stone. The trolls stand as stone statues in a grove hidden in the Bruinen Gorges near Thorenhad.



Thorin's Hall

The king of Durin's Folk, Thorin Oakenshield, has a Dwarf-dwelling named in his honor. The hall and its outer stone courtyards rest in the northwest corner of Ered Luin and serve as a haven for weary travelers in one of the far corners of Middle-earth.

Weathertop

It was amidst the ancient ruins of Amon Sûl where Gandalf confronted the Nazgûl, and where Frodo was stabbed by the Witch-king of Angmar. Since the passing of the Nazgûl, Weathertop has become wild and dangerous.



Heroes and villains are everywhere that the Free Peoples defy the minions of Shadow. New adventurers may not know all these denizens by reputation, but they soon will as they travel about Middle-earth.

Bilbo Baggins

The Shire's most-traveled Hobbit trades riddles with Lindir in the halls of Rivendell's Last Homely House. You may just get caught up in their riddle games if you visit Bilbo.

Bill Ferny

You may meet up with this shady character in and around Bree if you speak with Adso at his campsite in front of the northern entrance to the Old Forest.

Black Riders



Black Riders

them in the outskirts in the Shire, or possibly as far away as Minas Agor in the Trollshaws.

Elrond

In the distant past, before the Shadow stretched forth from Rivendell, Elrond travelled far across Eriador, visiting other Elf-refuges, such as the Refuge of Edhelion. The leader of Rivendell's Elves spends most of his time in the Last Homely House, alongside his good friend Gandalf. You may also witness his prowess in battle if you begin your travels as an Elf in the Refuge of Edhelion.

Farmer Maggot

Mischievous Hobbits in the Shire have been known to "borrow" produce from Farmer Maggot's fields. If you visit him in the Shire, you may discover he has his hand in a few adventures of his own.

Glorfindel

The Elf who helped save Frodo on his ride to Rivendell watches the waterfall to the southeast of the Last Homely House. This ancient and powerful Elf is steeped in ancient lore and aids Elrond in council affairs. He is one of the most powerful Elves in Middle-earth.

Old Man Willow

An evil-rooted tree along the shores of the Withywindle in the Old Forest, beware its foul presence or you might fall powerless before its hungry roots.

Radagast

A fellow wizard of Gandalf the Grey, Radagast the Brown bases his work out of a high tower in Ost Guruth in the western Lone-lands. Speak with him to continue on with the epic quests that shape Middle-earth's destiny.

Sharkey

You may not see this mysterious man whose presence holds Bree-land in fear, but you will bump into his brigands at some point. "Sharkey" is his Orcs' nickname for the wizard others call "Saruman."

Tom Bombadil

Not even the wise know the history of the person the Hobbits call "Tom Bombadil." His impish ways belie great power and wisdom. He lives in the Old Forest with his wife, Goldberry. Tom will help you out with a riddle or two, maybe lend some advice...if you can decipher his playful and sometimes cryptic words.

Witch-king of Angmar

You have to journey to the far north to see the kingdom of Angmar and the damage that the Witch-king, the highest of Sauron's servants, did to its people and their homes. Could the Witch-king be imposing his evil will upon the land again?



Burglar

By BAINO

Of course these mushrooms are mine! Don't be silly. What would I be doing with someone else's mushrooms? Then again, they may have started this fine evening as some of Farmer Maggot's best...but clearly they aren't his now, because if they were, we wouldn't be about to eat them, right? Pass me that skillet, will you? There's a fine fellow!

In any case, I've heard that you're here to ask about what I do and how I do it. Haven't decided if being a Burglar is the right choice for you, I suppose. Can't say as I blame you. It's not for everyone, really...not everyone has the temperament. Some people need to be front and center, in the middle of it all...which is a fine place to be, if you like getting punched in the nose a fair bit. As for me, I'm far too handsome to allow some great hulking Orc—oh, but where are my manners?

You can call me Baino, seeing as it's the name my mother gave me. I'm Fallohide, if such things impress you, descended (several times removed) from Bullroarer himself (on my father's side). Born and raised in the family hole near the Delving, north of Waymeet, along with many other north Took who...never mind. And, of course, like any self-respecting Hobbit who has more than a bit of a flair for getting into and out of trouble, I'm a Bounder.

Yes, yes, I'm a Bounder. Don't look so surprised. I said I was a Burglar, not a thief. Many people have difficulty telling the two apart. Understandable, I suppose. People hear the word Burglar and simply assume that I'm always up to no good. Simply not true! Not true at all!



The Burglar makes a great support character.

What Is a Burglar?

A Burglar is a very important addition to any fellowship. A Burglar can help point out weaknesses of nasties, making it easier for your companions to dispatch them, and they can keep various enemies confused, stunned, or dazed, or otherwise make it difficult for them to harm you and your friends. Most importantly, however, a Burglar can, on demand, trigger a "Fellowship Maneuver"—a special combat maneuver your fellowship performs together to enhance damage, heal Morale, or gain more Power.

As a wise man once said: "A stealthy trickster, the Burglar can dart in and out of the shadows to befuddle, weaken, or damage foes. An unexpected strike from behind by a Burglar can stun or trip enemies, allowing others in his party to combine their efforts for a devastating attack." A fine Burglar can stand alone, even against unkind odds, but he works best in a fellowship where someone else commands the enemy's attention or out of the shadows.



WHY THIS CLASS IS FOR YOU

The Burglar is for players who enjoy using cunning and tricks to defeat their opponents. Using concealment, a Burglar can strike from the shadows, taking his opponents unawares. With his wit, a Burglar can show his allies where a foe's weakness lies—or trap someone in a riddle. A Burglar's combat style hinges on his ability to outmaneuver and outwit opponents while hitting them where it hurts.



Stealth sets up all your important maneuvers in combat.

The Burglar is a class best suited for fellowships (or groups). Most Burglar skills work better when used from behind the target; this requires that another fellowship member hold the target's attention so the Burglar can get behind, and stay behind, a target. Additionally, the Burglar is the only class that can trigger Fellowship Maneuvers on demand (Fellowship Maneuvers are a critical tactical part of fellowship combat, especially in major encounters). The debuffs the Burglar can throw on a target aid other members in your fellowship; therefore, the Burglar can increase a party's overall damage.

Continued on next page



Why This Class Is for You Cont'd

On the other hand, Burglars aren't helpless alone! Playing solo, the Burglar has a variety of skills that are useful for improving damage; their stealth can help them avoid some encounters while questing, and they have some basic crowd control in the form of stunning/dazing. They can also boost their own Morale a bit, which extends their ability to stand toe-to-toe with an engaged enemy. If you like playing with others and doing a little bit of everything, the Burglar class might just steal your heart.

Strengths and Weaknesses

While not among the top dealers of damage in the game, a Burglar is no slouch in the melee department, especially after you gain a second weapon in your off hand at Level 10. Stealth increases Damage on initial attacks and is indispensable for sneaking past tougher encounters on quests. Your invisibility skills allow you to debuff a target before pulls—and it's fun for surprising friends when you pop up out of nowhere.

In a fellowship, the Burglar can do most anything. You have lots of versatility with your tactics, including the best single-target debuffs. You also have crowd control, can open Fellowship Maneuvers on demand, and can shift Aggro around at later levels.

You don't want to get caught out in the open, however. You may dodge and parry with the best of them, but a Burglar has no blocking ability, can't carry a shield, and can wear only medium armour at best. If a Burglar gets hit, it hurts.

As for weapons, a Burglar is limited to one-handed maces, swords, and daggers. Burglars must be up close and personal to do damage at all. The thrown weapons capability can only pull targets; the damage is laughable. Better to stick next to those big, beefy Guardians or stocky Champions.



Small hands can do some big damage.

BURGLAR PROS AND CONS

Strengths:

- **Good damage-dealing ability**
- **Huge variety of tactics**
- **Create Fellowship Maneuvers in combat**
- **Stealth, stealth, stealth!**

Weaknesses:

- **No real damage-taking ability**
- **Limited weapon selection**
- **Effectively no ranged capability**
- **More difficult to solo than other classes**

Choosing a Race

If all this sounds exciting to you, you'd make a fine Burglar. While Hobbits and Men can be burglars, Elves and Dwarves cannot. Both Hobbits and Men learn the very basics in Archet, although they get there by slightly different routes. After your introduction tutorial, Hobbits will find their way back to the comforts of the Shire. Men will remain in Bree-land.

The Shire has it all for the beginning adventurer! Plenty to do and see, varied terrain, and no shortage of opportunities to pick up a bit of treasure.

Bree-land is also a fine place to start, although the dangers there are greater, with more bandit trouble but less goblin trouble. Bree-land has the added advantage of having Bree in the middle of it. It's the largest village around and acts as a jumping-off point for many travels.

It wasn't so long ago that there were great differences between Men and Hobbits, but now, male or female, Harfoot or Stoor, it doesn't matter. We're all equal under the sun and sky now. However, your starting race will depend on your play preferences. If you will be doing more melee, a Man begins with a higher Might score for dealing more and receiving less Damage. If you want to hide in the shadows more and tread lightly through the battlefield, the Hobbit gives you more Power to start (to access more skills in a longer fight) and more Morale (to stay alive when the going gets tough).

Your Best Stats

Your Agility is very important! Agility increases your ability to evade and parry, and reduces your chance of missing an opponent. Because you won't be wearing big heavy armour and can't carry a shield (and thus can't block), dodging and parrying are a big part of your ability to stand up to a critter who's determined to ruin your day. Agility also raises your chance to Critical Hit, which proves very important as Burglars attempt to maximize their damage from timely attacks.

Like everyone else, your Vitality is key from several standpoints. Most importantly, Vitality increases your maximum Morale. Without enough Morale, you'll find yourself defeated often and waiting inside the safety of a rally point to recover, rather than collecting the victory spoils... and when you're doing that, you're not gathering treasure! Additionally, high Vitality allows you to recover your Morale more quickly when you're not fighting and helps make you tougher, reducing damage that you take from forces other than melee weapons, such as Magic, Poison, or Shadow.

Might is also key, as it increases your ability to parry and reduces damage from melee weapons. It also increases the amount of damage you do, which is useful for shortening the length of your combat encounters.

Fate boosts your Morale and Power Regeneration in combat—useful for short fights; however, in a long fight, a smart Burglar looks for other ways to increase his chances of winning, such as stuns, Morale Regeneration abilities or potions, or damage mitigation through either increasing dodge or decreasing your opponent's chance to hit.

Last, Will increases maximum Power and your Power Regeneration out of combat. However, truthfully, most Burglars don't really have a problem with their amount of Power, unless they're in a lengthy combat or not properly resting between fights. Will won't come into play all that often for most Burglars.

As far as gear and traits go, a Burglar should find ways to increase his Agility, with Vitality, Might, and Fate all running a close second, depending on your play style. Don't worry about Will unless it's a secondary bonus on an item.

For example, a Burglar who plans on standing toe-to-toe a lot more (such as a soloing Burglar) might want to look into Vitality in addition to Agility to increase his Morale and ability to avoid being hit. On the other hand, a Burglar who plans on being in fellowships (thus mainly avoiding taking heaps of damage) might consider focusing on Might and Agility to both increase the damage done and minimize the chance of missing their opponents.

Also, keep in mind racial penalties and bonuses. A Man Burglar might want to focus on Vitality and Agility (at least early on), having the benefit of Fate and Might racial bonuses. A Hobbit Burglar focuses mainly on Might and Agility, as Hobbits have a Might penalty and a Vitality bonus to start.

Any way you adventure, bonuses to Will are largely wastes of time, although in the unlikely event you do find yourself regularly running out of Power, you might want to consider boosting it some.



Break out the hefty equipment for your adventures in the North Downs.

STARTING BURGLAR CHARACTERISTICS		
Stats	Man	Hobbit
Might	29	6
Agility	14	14
Vitality	8	23
Will	3	11
Fate	25	10
Morale	99	144
Power	119	143
Critical Hit Chance	2.1%	2.1%

When you examine both races side by side, Man Burglars are slightly better at doing damage and have slightly more chance of avoiding taking damage. On the other hand, Man Burglars have slightly less Morale and far less resistance in general than do Hobbits. Also, Men regain Morale and Power slower than Hobbits. Keep in mind, though, that all these stats are starting values; you will have plenty of opportunity as you level to customize your character. If you want to deal damage as well as the mighty Gimli, you can certainly gear your character down that brawny path.

Hobbit Burglars don't do quite as much damage as Men but are far sturdier. Hobbits are more resistant to miscellaneous damage types. Additionally, Hobbits regain Power and Morale faster, which is great for decreasing downtime between fights.

In sum, one race isn't really better than the other. Men do a bit more damage per second and can parry and block slightly better. Hobbits do slightly less damage but are a bit more resistant to damage and recover Power and Morale faster. If you're more the soloing type, you might prefer the Hobbit, and if you're more the fellowship type, you might prefer the Man, but since they largely get the same traits, and get all the same skills, there's no fundamental difference between the two races as far as playing a Burglar.



Gearing Up

Burglars begin with a dagger and not much else. You'll be wearing some clothing, but it provides virtually no protection at all. That said, you'll want to dig up some armour as soon as possible. When you first start, you can wear only light armour. You might be tempted to spend your hard-earned money on armour or weapons, but consider saving all your coin at the moment, as you'll encounter some lovely people who will equip you with basic armour if you help them with a quest or two.

In fact, by the time you leave Archet, whether Man or Hobbit, you should have a full set of light armour and at least a weapon or two. If you're very lucky, you might even walk away with a piece of armour or a weapon that's better than what you earn through quests.

When you reach Level 10, you can wear medium armour. Switch to medium armour as soon as possible, either by questing for it, finding it, buying or acquiring it from other adventurers—or even making it yourself, if you're so inclined. Medium armour typically has better armour values and has no penalties.

A Burglar never gets to carry a shield, but that's OK! Instead of defence, a Burglar gets more offence. At Level 10, you can also wield a weapon in both hands, instead of just one. Get another weapon for your other hand as fast as possible. Dual-wielding increases your damage output by a great deal.

As far as weapons go, a Burglar can use only daggers, maces, and swords. No axes, clubs, staves, or two-handed weapons. Burglars can't use bows.

When selecting a weapon is it better to go with speed or overall damage? Speed does better DPS (damage per second), but since special attacks use base weapon damage, you might do better with a heavier, slower weapon that hits for a ton of damage in one shot. It's all individual preference and the quality of magic weapon you receive from your loot drops.

As a rule, choose for your main hand the weapon with the higher base damage (the range of damage you see on your weapon [i.e., 10–22]). Because most of your skills are based off your main-hand weapon damage, you generally want the highest possible damage in your main hand, even if that weapon is a bit slower.

Lastly, when gearing up, remember that some equipment and jewelry have bonuses that add to your stats, modify your skills, or give you brand-new skills. When choosing your equipment, consider your play style and think about what stats or skills best complement it.



Fill in your gear with a trip to the bigger towns.

BAINO (LEVEL 15)

STATS

Morale: 796 Agility: 55 Fate: 25
Power: 653 Vitality: 42
Might: 32 Will: 37

KEY MAGIC ITEMS

Swift Bear Knife of Fate (9.6 DPS, +1% to Critical Hit Chance, +3 Fate)
Scaled Helmet (Armour value 27, +3 Might, +3 Agility)
Leather Gloves (Armour value 56, +3 Agility)

TRICKS AND TWISTS

Sneak + Surprise Attack
Trick + Mischievous Glee

CLASS TRAIT

Ambidextrous

KEY SKILLS

Sneak	Subtle Stab
Surprise Attack	Burglar's Advantage
Cunning Attack	Exploit Opening



Your Skills



Let the other fighters in your fellowship lead the assault.

What makes a Burglar a Burglar? The skills, of course. Early in your career, you'll learn just about everything you need to. By the time you reach Level 12, you'll have your trade's basic tools. After that, the skills you learn are

additional tools for special circumstances or improved and alternate versions of skills you already have.

As with all classes, purchase every skill as it becomes available, regardless of play style. You never know when a little knowledge might come in handy. Some skills that make being a Burglar a bit more fun are the following:

Sneak: There's just so much to say about this (see the "Stealth" sidebar).

Exploit Opening: The second of your two biggest skills. Exploit Opening triggers a Fellowship Maneuver if you're in a fellowship. When you and your friends are all fighting one big bad guy, the ability to trigger a Fellowship Maneuver at will is helpful.

Burgle: Allows you to pick up a little extra coin and treasure from unsuspecting bad guys.

Track Treasure: Never miss a chest again! Learn how to sense treasure from dozens of feet away.

Cure Poison: Always a useful skill, and a great party trick.

STEALTH

When you decide to engage in combat, sneaking will increase the amount of damage you do and will allow you to maneuver to an advantageous position before striking.

But sneaking isn't *only* for combat. Sometimes the best way to win a fight is not to fight at all.



Go into Stealth mode wherever danger lurks.

With sneaking, you can often slip past a critter who's set on making you late for lunch! The bigger and tougher the critter is, especially in relation to you, the more likely it will see through your sneaking. It's also true that sneaking in front of a critter is much, much more likely to arouse their suspicion. So, if you're set on getting past some baddies, here are some good tips:

1. Make sure you're sneaking before you get too close to the bad guy; otherwise he might see you from a distance. You can't usually sneak if you've already been seen.
2. Stay as far away from the bad guy as possible. No reason to tempt fate.
3. Where possible, keep yourself behind the bad guy. Bad guys often move around, or patrol. Note when he'll have his back turned or will wander a bit farther away, then go for it.
4. Some critters call for help. If one sees you, the rest of his buddies will see you instantly.
5. Always be prepared to fight or run. While sneaking is a great way to avoid combat, it isn't foolproof. Make sure your Morale is up before trying to sneak past a bad guy.
6. You don't need to move to sneak. Going into Sneak mode is a great way to regain your Morale and Power while minimizing the risk you'll be seen while resting. Find a nice clean corner, and go into Sneak mode.
7. If you're taking damage, you won't be able to remain in Sneak mode. Poisons, damage-over-times on you, or area-effect damage will knock you right out of Sneak mode the second you take a bit of damage.

With some practice, and the luck that's the hallmark of all great Burglars, you'll be sneaking around like a pro in no time.



Slip into Sneak mode while healing to avoid detection.



BURGLAR SKILLS							
	Skill Name	Level Awarded	Type	Training Cost	Recovery Time (Seconds)	Range	Description
	Cunning Attack	1	Surprise	0	3.5	2.5	Your formidable cunning allows a darting attack which continues to deal damage after you strike, dealing even more damage if the attack is made while in Stealth.
	Daggers	1	Passive	0	—	—	Allows the use of Daggers.
	Light Armour	1	Passive	0	—	—	Allows the use of Light Armour.
	One-Handed Maces	1	Passive	0	—	—	Allows the use of One-Handed Maces.
	One-Handed Swords	1	Passive	0	—	—	Allows the use of One-Handed Swords.
	Subtle Stab	1	Razor Wit	0	3	2.5	You may make a quick, sharp attack against your foe.
	Surprise Strike	1	Surprise	0	10	2.5	You are skilled at surprising your enemy in battle, inflicting more damage when attacking from behind or while in Stealth. Critical hits with Surprise Strike are more damaging than most skills.
	Trick: Disable	2	Tricks	20c	10	2.5	You can strike a foe to slow their attacks for a short while. You can only have one Trick on a target at once.
	Burglar's Advantage	4	Razor Wit	1s 60c	5	2.5	You are able to make another attack after a Critical Hit, inflicting more damage when attacking from behind.
	Sneak	4	Surprise	1s 60c	—	—	You have the ability to move about unseen, though there is a chance enemies may detect you, especially when moving in front of them.
	Clarinet Use	5	Passive	2s 50c	—	—	Allows the usage of Clarinets.
	Evade: Rank 1	5	Passive	2s 50c	—	—	Increases your Evade Chance.
	Lute Use	5	Passive	2s 50c	—	—	Allows the usage of Lutes.
	Touch and Go	6	Resourceful	3s 60c	300	—	You can improve your ability to evade your enemy's attacks for a short time. Using this skill will not break Stealth.
	Parry: Rank 1	7	Passive	4s 90c	—	—	Increases your Parry Chance.
	Riddle	8	Razor Wit	6s 40c	60	20	You are capable of posing riddles to your enemies, which may momentarily distract them, dazing them for a short time or until damaged. This will not work on Beasts, Insects, or Creatures of Nature.

BURGLAR SKILLS




	Skill Name	Level Awarded	Type	Training Cost	Recovery Time (Seconds)	Range	Description
	Critical: Rank 1	9	Passive	8s 10c	—	—	Increases your Critical Hit Chance.
	Dual Wielding	10	Passive	10s	—	—	Allows wielding of a second weapon in the off-hand.
	Medium Armour	10	Passive	10s	—	—	Allows the use of Medium Armour.
	Mischievous Glee	10	Tricks	10s	45	2.5	You can surprise a foe with an active Trick on them, removing the Trick and restoring some of your Morale.
	Accuracy: Rank 1	11	Passive	12s 10c	—	—	Increases your Accuracy.
	Aim	12	Razor Wit	14s 40c	90	—	Your careful aim ensures the next damage-dealing attack skill will result in a Critical Hit and has much lower chance of missing. Using this skill will not break Stealth.
	Exploit Opening	12	Razor Wit	14s 40c	300	2.5	You are able to stun your target, creating an opportunity to use fellowship skills if you are in a fellowship.
	Evade: Rank 2	13	Passive	16s 90c	—	—	Increases your Evade Chance.
	Addle	14	Razor Wit	19s 60c	15	20	You confuse your enemy so thoroughly that he fails any skill attempts in process, and any subsequent skill attempts for a short time take much longer to execute.
	Burgle	14	Resourceful	19s 60c	20	3.5	While sneaking about, you can attempt to lighten the pockets of unsuspecting targets.
	Parry: Rank 2	15	Passive	22s 50c	—	—	Increases your Parry Chance.
	Trick: Dust in the Eyes	16	Tricks	25s 60c	5	2.5	You throw dust in your enemy's eyes, making it more difficult for your enemy to hit. You can only have one Trick on a target at once.
	Diversion	18	Surprise	32s 40c	20	20	When in Stealth, you can divert an enemy's attention away from yourself for a short time. Using this skill will not break Stealth.
	Accuracy: Rank 2	19	Passive	36s 10c	—	—	Increases your Accuracy.
	Clever Devices	20	Passive	40s	—	—	Enables the Burglar to use devices such as caltrops, marbles and stun dust.
	Startling Twist	20	Tricks	40s	45	2.5	You startle an enemy with an active Trick on them, stunning them for 8 seconds and removing the Trick.
	Tools of the Trade	20	Passive	40s	—	—	Enables the Burglar to use special tools to facilitate his clever tricks.



BURGLAR SKILLS							
	Skill Name	Level Awarded	Type	Training Cost	Recovery Time (Seconds)	Range	Description
	Track Treasure	20	Resourceful	40s	10	—	Turns on tracking for treasure chests and other value-laden containers.
	Parry: Rank 3	21	Passive	44s 10c	—	—	Increases your Parry Chance.
	Reveal Weakness	22	Razor Wit	48s 40c	5	20	While you maintain this ability, you are able to point out weaknesses in your enemy's defences, increasing the damage taken from attacks. Using this skill will not break Stealth.
	Critical: Rank 2	23	Passive	52s 90c	—	—	Increases your Critical Hit Chance.
	Double-edged Strike	24	Razor Wit	57s 60c	5	2.5	After using your Burglar's Advantage, you can make two attacks against your target.
	Accuracy: Rank 3	25	Passive	62s 50c	—	—	Increases your Accuracy.
	Cure Poison	26	Common	67s 60c	60	3	With some effort, you are capable of purging poisons ailing an ally.
	Trick: Counter Defence	26	Tricks	67s 60c	5	2.5	You execute an attack that will lower your enemy's defences for a short time. You can only have one Trick on a target at once.
	Evade: Rank 3	27	Passive	72s 90c	—	—	Increases your Evade Chance.
	Trip	28	Surprise	78s 40c	300	3.5	You can knock an enemy down, opening up an opportunity to use fellowship skills if you are in a fellowship. Only useable while in Stealth.
	Critical: Rank 3	29	Passive	84s 10c	—	—	Increases your Critical Hit Chance.
	Hide in Plain Sight	30	Surprise	90s	600	—	You can disappear from before your enemy's eyes. For a little while, your Stealth is improved, and even taking damage will not break your cover. Using this skill will not break Stealth.
	Critical: Rank 4	31	Passive	96s 10c	—	—	Increases your Critical Hit Chance.
	Find Footing	32	Resourceful	102s 40c	300	—	When dazed, stunned, knocked down, or knocked out you may quickly recover, gaining Morale and a temporary improvement to your evasion. Using this skill will not break Stealth.
	Evade: Rank 4	33	Passive	108s 90c	—	—	Increases your Evade Chance.
	Provoke	34	Surprise	115s 60c	5	2.5	You can cause your enemy to focus his aggression on his current opponent, whether that is yourself or an ally.
	Ready and Able	36	Resourceful	129s 60c	1800	—	You are ready for action again, resetting the recovery timers on many of your skills. Using this skill will not break Stealth.

Burglar



BURGLAR SKILLS							
	Skill Name	Level Awarded	Type	Training Cost	Recovery Time (Seconds)	Range	Description
	Accuracy: Rank 4	37	Passive	136s 90c	—	—	Increases your Accuracy.
	Trick: Enrage	38	Tricks	144s 40c	5	20	You enrage your foe, causing him to flail around at any target he considers a threat. You can only have one Trick on a target at once.
	Parry: Rank 4	41	Passive	168s 10c	—	—	Increases your Parry Chance.

BAINO (LEVEL 30)

STATS

Morale: 1,222 Agility: 92 Fate: 60
 Power: 977 Vitality: 57
 Might: 57 Will: 66

KEY MAGIC ITEMS

Boot Knife of Fate (14.4 DPS, +1% to Critical Hit Chance, +5 Fate)
 Enduring Hooded Woven Cloak of Vigour (Armour Value 57, +4 Vitality)
 Leather Leggings of Fleetness (Armour value 130, +5 Agility)

CLASS TRAITS

Hidden Dagger
 Side-step
 Trickster

KEY SKILLS

Sneak
 Surprise Strike
 Cunning Attack
 Subtle Stab

Burglar's Advantage
 Exploit Opening
 Double-Edged Strike
 Hide in Plain Sight



Burglar Traits



Reveal Weakness will show you the flaw in your opponent's defences.

The best Burglars are active, and the more active they are, the more class traits they'll unlock. Use your Burglar skills as much as possible to unlock the traits that directly modify your class skills, providing more raw power than most race and virtue traits. After you have a few class traits, you can customize your abilities to your play style and develop a more unique Burglar.

Initially, when you unlock your first few class trait slots, you probably won't have many choices to fill; put whatever traits you have in the slots. Even these will prove advantageous. As you achieve more and more traits, you'll power up your Burglar, and no one will ever mistake you for a common thief again.

BURGLAR CLASS TRAITS				
Name	Level Acquired	Condition of Granting	Effect #1	Effect #2
Cunning Wound	1 & 'Novice'	Use Cunning Attack 500 times	Your cunning attack bleed deals more damage	Adds +10 to Agility
Swift and Subtle	1 & 'Novice'	Use Subtle Stab 1,250 times	Adds 1% chance to Critical Hit Vulnerability	Add 10% to subtle stab damage
Hidden Dagger	4 & 'Novice'	Attack while using Stealth 300 times	Subtracts 5% from all enemy defence chances	Adds 3% to attacks from behind



BURGLAR CLASS TRAITS				
Name	Level Acquired	Condition of Granting	Effect #1	Effect #2
Perplexing Riddle	8 & 'Novice'	Use Riddle 200 times	Your Riddle now stuns and then mezzes your foes	Add +10 to Agility
Side-Step	10	Evade enemy attacks 1,250 times	Adds 5% to Evade Chance	Add +10 to Agility
Focused Eye	12	Use Aim 750 times	Subtracts 10% from Aim Recovered	Adds 1% to Critical Hit Vulnerability of your foe
Ambidextrous	15	Level 15 Class Quest	Adds 15% to your off hand weapon damage	Adds 1% to Critical Hit Vulnerability
Trickster	16	Use Dust in the Eyes 1,000 times	Dust in the Eyes is now an AOE effect	2% Healing from Mischievous Glee
Disabling Attack	20	Use Disabling Attack 600 times	Your target is now slowed by 20%	2% Healing from Mischievous Glee
Footpad	20	Use your Distraction skill 500 times	Add +2 to Effective Stealth Level	—
Strike from Shadow	20	Land a critical blow while stealthed 150 times	When you attack from stealth you gain a 5% chance to critically hit	Adds 3% to attacks from behind
Opportunist	26	Use Counter Defence 350 times	Add a 6% chance to Critical Hit Chance	2% Healing from Mischievous Glee
Appraising Eye	30	Level 30 Class Quest	Increase the Reveal Weaknesses Magnitude	Adds +10 to Agility
Leaf-Walker	30	Use Hide In Plain Sight 250 times	Improves your speed of movement while stealthed	Adds 3% to attacks from behind
Overwhelming Odds	30	Use a Fellowship Maneuver 150 times	After you participate in a successful Fellowship Maneuver you'll gain various effects with a bend toward the Fellowship Maneuver that was chosen.	Add +10 to Agility
Blind Fury	38	Use Enrage against your enemies 400 times	When you enrage foes they are more likely to engage you in melee	—

IDEAL VOCATION



An Explorer can gather wood from the wilderness and sell it for profit.

Consider becoming an Explorer. An Explorer can make leather armour, and they can gather and refine leather, wood, and metal. The ability to make your own armour on the cheap comes in real handy early in your career, and there's always a brisk and profitable market for raw and refined materials.

Still, none of the vocations would be completely useless to a clever Burglar. After all, where there are goods, there's always an opportunity to make some coin.

Combat



Sneak up on your victim and ready a Surprise Strike!

Rule number one: don't be a hero. Heroes are those who don't have the good sense to run away. In my experience, Captains and Guardians are heroes. Burglars never, ever, ever fight on someone else's terms. In order for a Burglar to truly maximize his or her chance for survival, they must engage on their own terms—or disengage, then re-engage when the situation is advantageous. A well-trained and equipped Burglar can survive an ambush, and there will be plenty that you can't avoid. However, when you can, avoid them.

Here are a few basics you should know before trying this all yourself. A Burglar's effectiveness in combat is directly related to combinations of skills, the order and timing of which matter *very* much. Many of a Burglar's skills depend on him setting up a target in various ways, mostly by using other skills.



Sneak up on your victim and ready a Surprise Strike!

which is a skill you learn early on. While sneaking, maneuver behind your opponent.

Some skills also gain a bonus if you're attacking from Sneak. Surprise Strike, a starting skill at Level 1, does bonus damage when attacking from behind or while sneaking. So now you're going to sneak behind your opponent, then use Surprise Strike to bring them down.

Later on at Level 12, you'll learn Aim, which virtually guarantees a critical hit and more damage. A typical combat approach will look like this: Sneak, Maneuver, Aim, then Surprise Attack. Doing so multiplies your normal damage by more than 500 percent! (Once you score a critical hit, Burglar's Advantage becomes available for a short period of time, which also does bonus damage.)

There are many, many other combinations of attacks. The most frequently used starter is Sneak, although a very close second is Trick: Disable. Trick: Disable slows your target's attack speed by 15 percent and reduces melee damage to 15 percent. This by itself would be extremely useful in combat to minimize the damage dealt by an opponent. However, there are a few abilities that can only be used on an opponent who has an active trick on them, such as Mischievous Glee. Mischievous Glee removes the trick from the opponent but places a healing buff on you that recovers a fair amount of Morale over a period of time.

While you can have only one trick on an opponent at a time, you'll generally find yourself attacking, throwing a trick, removing it through another skill, then throwing another trick back on the opponent.

Fellowship combat is a little different. The major difference between solo group combat is in a fellowship, you want to get behind (and stay behind) the targets, as you'll do a lot more damage that way. Of course, in a fellowship, you won't need to do all the damage, so you can spend more time throwing debuffs and tricks, and, when the situation calls for it, triggering a Fellowship Maneuver.

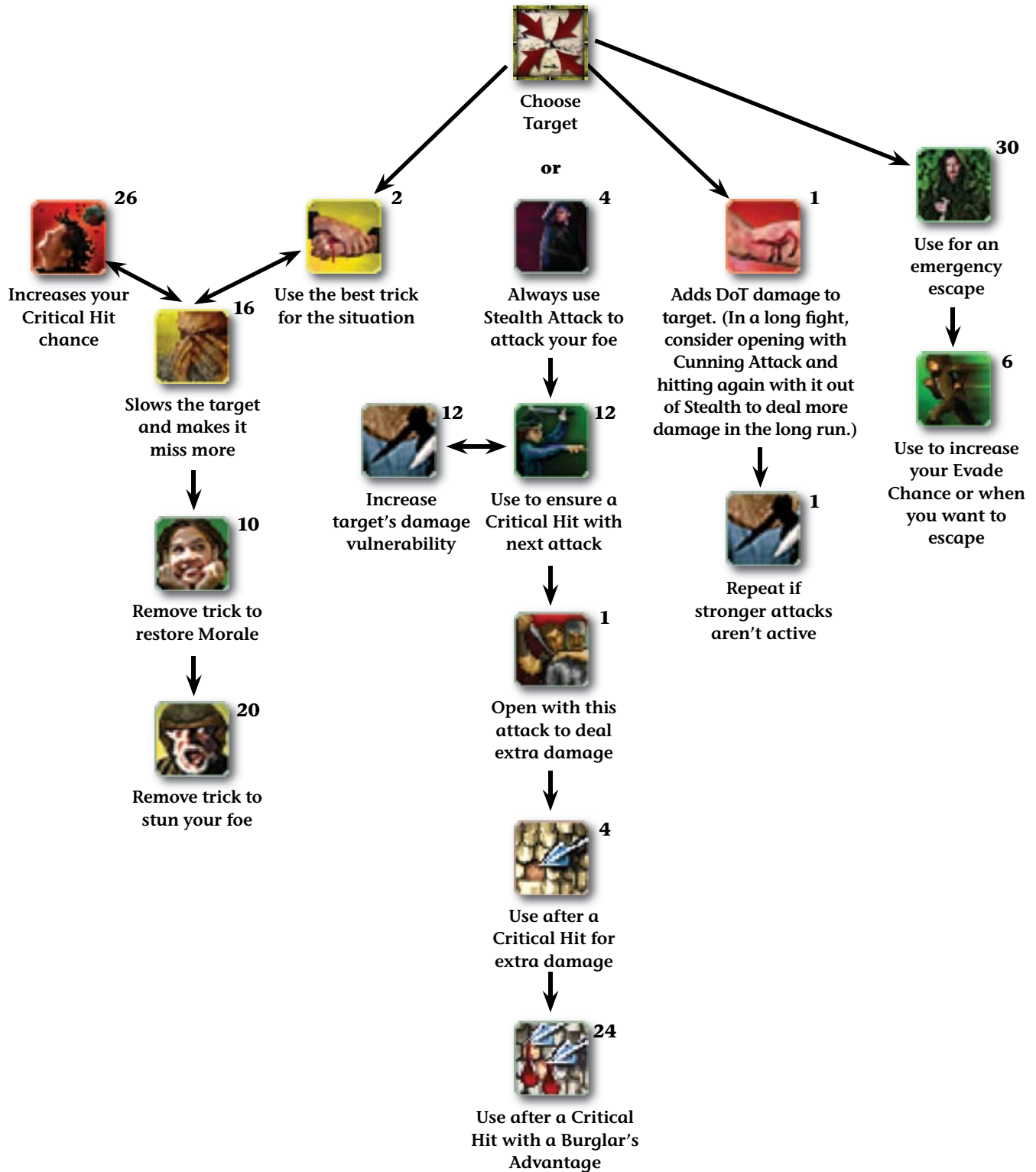
Beginner Combat Chart: Burglar



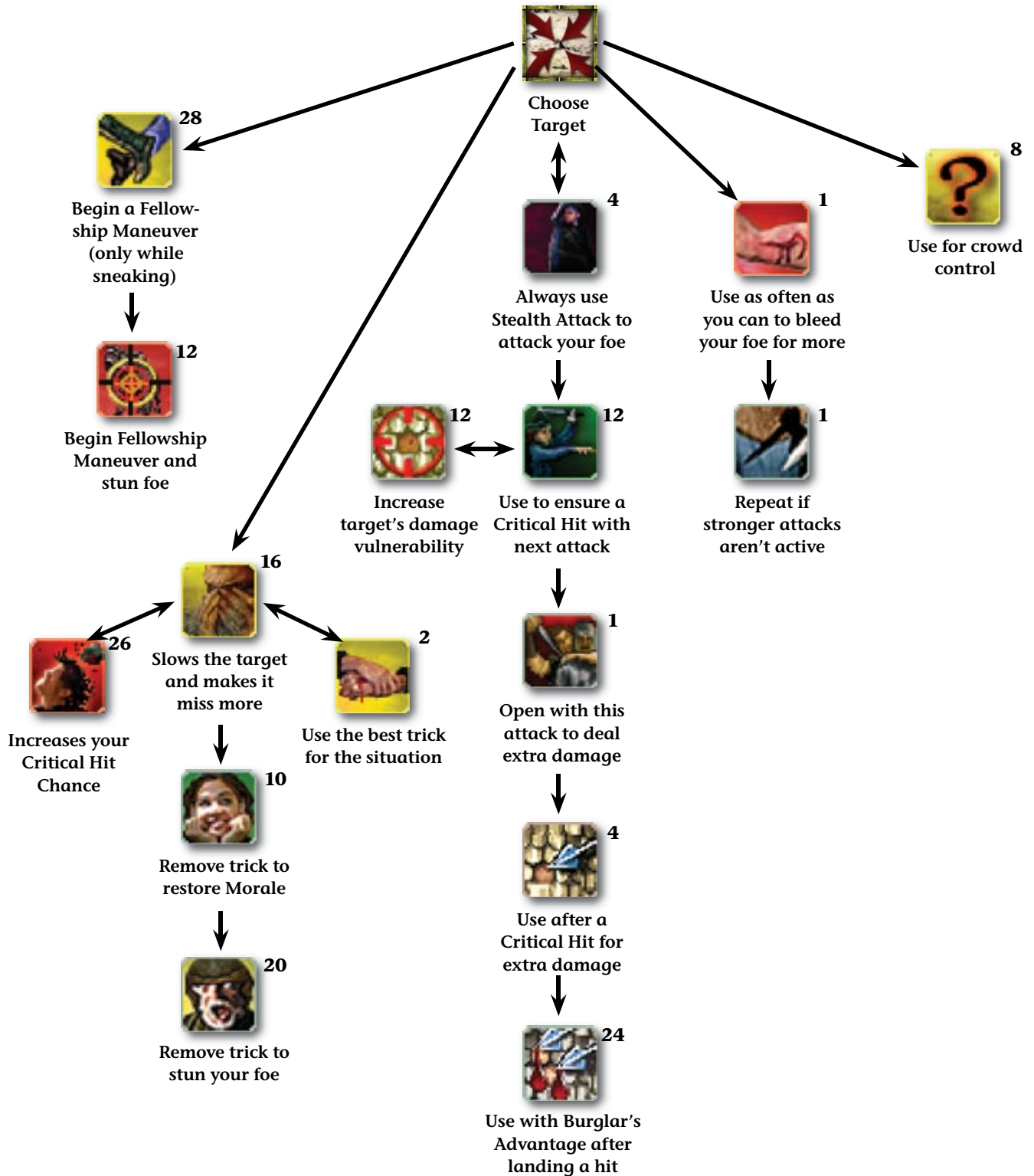
Exploit Opening begins a Fellowship Maneuver in fellowship combat if you time it right.



Advanced Combat Chart: Burglar



Fellowship Combat Chart: Burglar





When fighting a large target as part of a fellowship, think about how to maximize the party's damage rather than just your own. This means that skills such as Reveal Weakness should be your opener from Sneak. Reveal Weakness doesn't remove you from stealth, so that should be the first thing you do. For midlevel (22–27) skills you'll be thinking about Sneak, Reveal Weakness (fellowship attacks), Aim, Surprise Attack, and so on. When the time seems right, or you're in a tight spot, hit Exploit Opening, cause the Fellowship Maneuver (if you hit), and lay down some serious firepower. For offence, everyone should choose red. If everyone's in need of healing, everyone should choose green. Of course, you can always just mix up the colors, but a Fellowship Maneuver will usually be more effective if everyone chooses the same thing.

When you get Trip at Level 28, things become a bit more interesting. At that point you should be thinking about Sneak, Reveal Weakness (fellowship attacks), Trip (which causes a Fellowship Maneuver), everyone picking red for the Fellowship Maneuver, Aim, Surprise Attack, Burglar's Advantage, Double-Edged Strike, Exploit Opening (which opens another Fellowship Maneuver), all red Fellowship Maneuver again. If anything is still standing after that, you were crazy to attack it in the first place.

While all this is going on, you'll probably want to throw a trick on the target, just in case you need some healing (in the guise of Mischievous Glee) or need a quick break (and chance for a Fellowship Maneuver) with Startling Twist, which stuns the target. The tricks are pretty useful, as they tend to reduce the amount of damage the party takes by slowing the target, blinding it, or using similar effects.

Leveling Guide

We've briefly discussed your skills, so now we'll discuss how they all fit together in combat. Mainly, combat for a Burglar (and other classes) is all about ensuring that you're using your skills in an optimal sequence, with optimal timing. To maximize damage output, a Burglar will want to trigger his skill attacks as soon as possible, which means keeping an eye on your Icon bar and selecting the skills after they "ungray" (which means they're available for use again).



Against creatures that deal poison damage, rely on your Cure Poison skill to stem the wound after combat.

Level 1

Even before you meet your class trainer, you'll learn the heart of your offence for your entire adventure. The three core combat skills are Cunning Attack, Subtle Stab, and Surprise Strike.

Cunning Attack: A damage-over-time (DoT) attack, meaning that you attack your opponent with it, and the opponent continues to take damage for a little while, even if you don't hit them again.

Subtle Stab: A quick little strike, allowing you to hit your opponent again faster than just standing there swinging.

Surprise Strike: A slightly stronger attack than Subtle Stab but does additional damage if you attack your opponent from behind or while sneaking.

For your entire career as a Burglar, once in combat, cycle Subtle Stab and Surprise Strike while ensuring that Cunning Attack remains in effect on your opponent. The recovery time for Surprise Strike is three times longer than Subtle Stab, so you'll hit with Subtle Stab a couple of times before you can attack with Surprise Strike again. Your melee cycle might look like this: Surprise Strike, Cunning Attack, Subtle Stab, Subtle Stab, Surprise Strike, Subtle Stab, Subtle Stab, Surprise Strike.

When Cunning Attack's icon disappears from underneath your opponent's portrait, tap it again, regardless of where you are in your cycle. Throughout your entire career, you'll use those three basic skills to deal the vast majority of your damage.

Level 2

As soon as you gain Level 2, you can pay the trainer to teach you Trick: Disable. This debuff is the first trick you learn and reduces the target's attack speed by 15 percent and their damage by 15 percent. Throw Trick: Disable on any opponent, especially one who is a little tougher than you. It'll reduce the amount of damage you take, and for a Burglar, that's important.

While Burglars learn several tricks as they move up in experience, only one trick can be active on a target at once. That's per Burglar. If there are multiple Burglars in a fellowship, each Burglar can place his own trick on a target. Later on, you'll gain skills that let you remove tricks from a target, while providing some benefit for doing so.



Riddle doesn't work on non-humanoid targets.

Level 4

When you reach Level 4, your whole world expands. At this point, you can learn Sneak and Burglar's Advantage. Sneak is the most important skill you'll ever learn. It really doesn't affect your combat cycle all that much, but you'll want to engage your opponent on your terms. The best way to engage a single opponent at this stage in your career (assuming you're adventuring alone at the moment) is to go into Stealth by triggering Sneak, carefully moving into position behind your target, then hitting Surprise Strike. This greatly increases your damage output for that first strike and increases the chance that the strike goes critical.

Also at Level 4, Burglar's Advantage is a strike of opportunity that does a great deal more damage than your usual attack. A strike of opportunity is an attack that is available only if you meet a certain condition (or conditions). For Burglar's Advantage, that condition is that you must have scored a critical attack on a target. When you score a critical hit, you gain a buff for a very short period of time (sometimes called "critted"). When that occurs, the Burglar's Advantage icon in your Icon bar will "ungray," indicating that you can use the skill. No matter where you are in your attack cycle, immediately use Burglar's Advantage. Once you attack with it, your critical buff will disappear—until you crit again.

Now, while you're using no fewer than five attacks and debuffs, combat for a Burglar is still pretty straightforward. You'll use this combat cycle for your entire illustrious career.

Level 6

Being a Burglar, you have many tools that allow you to live another day. One of your key skills for this is **Touch and Go**. It increases your chance to dodge by 50 percent. That's no small amount. Usually, triggering Touch and Go and then running off as fast as possible is all you need to disengage. Later on in your career, you'll learn Hide in Plain Sight—which is the surest escape route.



Don't hesitate to flee if caught between two challenging foes, or you may fall in defeat.

Level 8

Riddle is a debuff that dazes your opponent for 30 seconds. (This doesn't work on beasts, insects, or creatures of nature.) Riddle is often used for basic crowd control when fighting more than one humanoid, especially while adventuring alone. If you're engaged with two humanoid targets (such as bandits or goblins), throw a Riddle at one of them, then engage the other. You'll have 30 seconds to finish off the other target before your first target snaps out of it. Remember not to attack the Riddled target or he'll wake up and you'll be back where you were before you dazed him!

Level 10

Mischievous Glee is a great skill that gives you some benefit when used on a target that's been Tricked. Glee removes the trick from the target but restores a chunk of your Morale in exchange. It also restores some Morale over time. This is great for healing yourself in a heavy fight. Throw a trick on an opponent and, when the trick's about to expire, trigger Glee. If you've played it right, just throw another trick back on your target.

Level 12

Aim is pretty straightforward—it guarantees that your next strike will be a critical. Do you see how this fits into your combat cycle? Sneak, get into position behind your opponent, Aim, Surprise Strike, Burglar's Advantage, Cunning Attack, Subtle Stab, and so on. Watch that damage pile up. **Exploit Opening** works wonders by opening up Fellowship Maneuvers when you group in fellowships.

Level 22

Reveal Weakness is a great debuff, especially if you're in a fellowship. Reveal Weakness increases the amount of damage a target takes from all sources, including your fellow adventurers.

Level 24

Double-Edged Strike adds another great tool to your combat cycle. It's a strike of opportunity, and using Burglar's Advantage is the condition that triggers it. This slots neatly into your combat cycle: Sneak, Position, Aim, Surprise Strike, Burglar's Advantage, Double-Edged Strike, Cunning Attack, Subtle Stab, Surprise Strike, Subtle Stab, Subtle Stab. That's quite a combo! Otherwise, just use Double-Edged Strike like you've been using Burglar's Advantage. As soon as it becomes available, trigger it. Since it's triggered off Burglar's Advantage, get in the habit of being ready to trigger it as soon as you use that skill. As an aside, if Burglar's Advantage misses, and it can, you won't be able to use Double-Edged Strike. No worries; just move on with the rest of your cycle as usual.

Level 28

Trip is a skill that lets you knock over your opponent while sneaking, triggering an immediate Fellowship Maneuver! Great way to start a major fight if you're in a fellowship.

Level 30

Hide in Plain Sight allows you to go into Stealth mode, even if you're in front of an enemy. It immediately sets you to sneaking and disengages you from any hostiles in the area. It also keeps you in Stealth mode, even if you're taking damage. Too bad you can only use it for a short while (once every 10 minutes). It's a great way to erase a mistake while you're soloing.

Level 32

Find Footing immediately removes any stun, daze, knock down, or knockout, and puts you back in the fight. It also increases your chance to evade by 50 percent and even restores a chunk of Morale.

Level 36

Ready and Able immediately makes the majority of your skills ready for use again, including those ones with 10-minute recovery times. It's great for those fights when you need just a little more oomph to win or when you to escape.



Most of the other skills are variations of these to some degree, or add some fun to being a Burglar. The combat skills that remain are largely situational abilities, ones that stop an enemy from casting a spell, for example, or other tricks that debuff your targets. Simple experimentation will provide obvious uses for many of them.

There are many ways to build combinations of attacks to do all sorts of things, from maximizing your damage output to minimizing an opponent's damage output to crowd control to healing yourself. A Burglar has a great deal of flexibility in combat, enough to confound everything from the slow-witted Trolls to dangerous Wights.

BAINO (LEVEL 50)

STATS

Morale: 2,086 Agility: 167 Fate: 110
Power: 1,561 Vitality: 87
Might: 86 Will: 104

KEY MAGIC ITEMS

Bracers of the Bear (adds 1.9 Power Regeneration in combat, +20 Agility, reflects a portion of damage back to the attacker)

Cuirass of Mirkwood (Armour Value 201, adds 50 to Max Power, +19 Vitality, +7 Will)

Gloves of Mirkwood (Armour Value 97, +19 Agility, +7 Vitality, adds 33 to Max Morale)

Mirrored Elf-Stone Ring (+20 Vitality, +20 Will, +7 Might, adds 50 to Max Morale)

Trusted Friend (26.1 DPS Dagger, adds +1 to Critical Hit Chance)

CLASS TRAITS

Ambidextrous	Perplexing	Side-Step
Hidden Dagger	Riddle	Trickster

KEY SKILLS

Sneak	Exploit Opening
Surprise Attack	Double-Edged Strike
Cunning Attack	Hide in Plain Sight
Subtle Stab	Find Footing
Burglar's Advantage	Ready and Able



Class Quests



See your Burglar trainer for your all-important class quests. At Levels 15 and 30, head to your local Burglar trainer and pick up your class quests. The class quests are single-person instances set to help you learn your class a bit better. The rewards are very worthwhile, as it's usually some cash, a few potions, a really nice purple item, and a trait you can't gain any other way.

A Thief in the Night (Level 15)

Go to your local Burglar trainer and follow his instructions. Track Atherol Took down and speak with him at Adso's Camp. Go to the instance, talk to Atherol again, kill eight brigands (scattered at random about the farm), and pick up three mushrooms (inside the tents). Then speak to Atherol again to go back to Adso's Camp and complete the quest.

Your rewards will include 11 silver, Scaled Helmet (Armour value 27, +3 Might, +3 Agility), 5 Farmer Maggot Mushrooms (+14 to Agility), Trait: Ambidextrous.

A Burglar's Errand (Level 30)

Your Burglar trainer has a secret message for you this time. Talk to Palma Brownlock at the Forsaken Inn in the Lone-lands. Go to the instance, talk to Palma again, and sneak all the way into the ruins of Naerost (see Stealth sidebar for some tips). Be very careful not to be seen by (or even come close to) the Level 35 half-Orc sentries. Pick up the sword, sneak out by hopping over the wall of the ruins, and speak to Palma to go back to the inn. Talk with Palma one last time to finish the quest.

Your rewards will include 40 silver and 90 copper, 5 Greater Celebrant Salves, the class trait Appraising Eye, and either Boot Knife (14.6 DPS, Adds 1% Critical Hit Chance, +5 Agility, +5 Vitality, +5 Will) or Dark Cape (Armour value 74, +12 Fate, +3 to Stealth level modifier).



Articles of Cunning & Implements of the Night (Level 45)

Another set of class quests become available at Level 45; by completing these quests, you gain access to a weapon and a piece of armour/trinket custom-made for Burglars. Speaking to your class trainer at Level 45 will start you on the path. When you complete each of these, you will then receive the quest "A Lesson from Bilbo Baggins," which rewards you with another Legendary Burglar Trait: Stick and Move.

The Articles & Implements quests are long and involved quests with three waves of item collections. For the second and third waves, which send you into incredibly dangerous regions (including high-level dungeons), the items are not bound to you on acquisition, so you can buy and sell them at the Auction House. Here's the rundown on how best to proceed in the quests:

THE TRUEST COURSE IS AWARENESS

Bestowed: Burglar Class Trainers.

Objective 1: Talk to Sterling Proudfoot in Buckland.

ARTICLES OF CUNNING

Bestowed: Sterling Proudfoot.

Objective 1: Collect Blinding Snowbeast Fur x12 (from Snowbeasts in the Misty Mountains, near the source of the Bruinen). Collect Driftclaw's Windswept Hide (from Driftclaw, near the Giants in the Misty Mountains).

Objective 2: Bring the first set of components to Sterling Proudfoot.

Objective 3: Collect Unyielding Drake Scales x20 (from Drakes in Angmar: in Urugarth, on Gorohtlad, and in Nan Gurth). Collect Glossy Cave-claw Skins x10 (from Angmar: in Nan Gurth).

Objective 4: Bring the second set of components to Sterling Proudfoot.

Objective 5: Collect Goblin-badge of Rank (from Akrûr, a goblin boss in Urugarth). Collect Insignia of Battle (from Sorkrank or Burzfil, uruk bosses in Urugarth).

Objective 6: Bring the final set of components to Sterling Proudfoot.

IMPLEMENTS OF THE NIGHT

Bestowed: Sterling Proudfoot.

Objective 1: Collect Hollow Brimstone-leech Fangs x5 (from Brimstone-leeches in Malenhad, in Angmar). Collect Narglup's Split-claw (from Narglup, in Fasach-larran, in Angmar).

Objective 2: Bring the first set of components to Sterling Proudfoot.

Objective 3: Collect Hateful Worm Eyes x20 (from Worms in Angmar: in Gorohtlad and Nan Gurth). Collect Venomous Dread-turtle Beaks x15 (from Angmar: in Malenhad).

Objective 4: Bring the second set of components to Sterling Proudfoot.

Objective 5: Collect Warg-keeper's Token (from Athpukh, a goblin boss in Urugarth, by the warg cages). Collect Cruel Talon of Azgoth (from Azgoth, the morroval boss in Carn Dûm).

Objective 6: Bring the final set of components to Sterling Proudfoot.

When you complete both the Articles & Implements quests, the following quest becomes available:

A LESSON FROM BILBO BAGGINS

Bestowed: Sterling Proudfoot.

Objective 1: Talk to Bilbo Baggins (in the Hall of Fire, in Rivendell). Bilbo rewards you with Stick and Move, the fourth Legendary Burglar Trait.

LEGENDARY TRAITS						
Name	Trait Effects	Quest Name	Quest Level Requirement	Quest Giver	Pages 1-4 Dropped from	Pages 5-8 Dropped from
Flashing Blades	Skill, Main Hand + 39, Off Hand + Bonus Damage, Costs 31 Power	The Book of Knives	42	Bilbo Baggins	Angmarim (Western Ram Duath)	Spiders (North Trollshaws)
Sweep the Knee	Trait, Reduces Trip time by 40 seconds, Allows Trip to be used from Stealth	Knee-breaker's Manual	44	Bilbo Baggins	Nomads (West Angmar)	Orcs (East Angmar)
Expose Throat	Skill, Main Hand + 64, With a chance to start a Fellowship Maneuver, Costs 73 Power	The Expert's Guide to Dirty Fighting	46	Bilbo Baggins	Random drops from level 39+ sentient mobs	Random drops from level 39+ sentient mobs
Stick and Move	Trait, Allows the Use of Evade Events as if they were criticals	Stick and Move	45	Sterling Proudfoot	—	—



Captain

By VIAN VALOURIAN

Day 93—Captain Vian Valourian's Log

It's been three long months, but the men's Morale remains high. I have done my best to keep it that way. The Orc attacks have been constant, while we have remained steadfast. The men have told me that my battle cries have brought them from the brink of defeat, strengthened their resolve and have inspired them to fight more fiercely than they thought possible. Many have said even the sight of my banner has given them strength to fight.

The herald in my employ has been working extra hard to keep my banner visible by the men. I will have to put a few extra coins in his tithe this week.

We did have a close call today. Jarrko thought he might explore even after my warnings that there are wargs in this area. Sure as hair on a Hobbit's foot, that blundering, overly curious excuse of a soldier met three wargs in the woods near our camp. Luckily my herald was gathering some wood for the fire within earshot of Jarrko's screams. He sounded the alarm, and I took off immediately. When I arrived, my herald was already engaging the wargs, protecting Jarrko from any more harm. He was doing his best, but he would not stand long. I taunted the wargs, making them angry, and all three charged me. I prepared for the onslaught, quickening my attack, and I looked for an opening to strike against the wargs' defence. I drew my great sword from off my back, in both hands, and ended the lives of all three monsters with single blows to the neck. Wargs keep their heads low with muscular necks, but they are no match for the weight of my sword.

So you believe you have the ability to inspire your fellow soldiers to achieve victory in battle? Being a Captain means more than having your banner carried and barking a few orders. You must face your foe with the same courage you would expect of your men, giving them the ability to achieve feats that would not be possible otherwise. Perhaps you do not see this now, but with persistence and hard work you will come to understand what gives your men their will to fight. Your presence in battle will help sway favor to your side. Keep your resolve and support your fellows, while fighting alongside them with all your might. Understand the tenets I speak to you now, and you will understand what it means to be a Captain.



A Captain can tangle with virtually any threat and come out on top.

Bearing his banner into battle, a Captain provides hope and leadership to his fellows, inspiring them to greater deeds. A skilled Captain can rally a party back from the brink of defeat or seal a victory against many foes. You are a trained warrior in many different areas of expertise—offensive and defensive combat, the healing arts, and buffs all improve your fellowship. While a Captain is a respected fighter on his own accord, he is primarily driven by his powerful sense of leadership to those fighting around him.

WHY THIS CLASS IS FOR YOU

Ever get the urge to shout out a rallying speech to the army at your heels, with the minions of the Shadow closing in? If so, the Captain and all his inspirational tools are for you. A player who likes to lead and enjoys supporting his fellows while participating in melee combat should be a Captain. With his loyal herald carrying his banner into battle, the Captain motivates those around him to triumph against overwhelming odds. His battle cries allow him to take advantage of certain events in combat to aid his fellows' Morale or combat ability. A Captain's combat style focuses on inspiring those around him to glory.



Rally your fellowship with your various battle cries.

Strengths and Weaknesses

Every class has its strengths, and the Captain's lie around the fellowship and its ability to protect each of its valuable members. Captains can use a variety of weapons and armour; they have access to an array of two-handed and single-handed weapons, including halberds, which most other classes cannot use. In addition, heavy armour becomes available at Level 20 and makes Captains sturdy companions.

Captains also have the ability to heal themselves and the whole group. This is one of their most useful skills, but it isn't the most powerful. Along with Captains' buff enhancements, healing can mean the difference between remarkable victory or a demoralizing defeat.

You can stack many critical hit multipliers, so (much like a Champion) you can inflict huge amounts of damage on an unsuspecting enemy. The Captain applies debuffs and natural class traits to weaken the enemy and hit for a devastating triple-damage blow. If that doesn't bring an enemy down, you always have a trusty herald at your side. The herald is an absolute asset—they buff, add DPS, and can use skills to apply debuffs. This is useful, especially if you can have multiple Captains, each using a different herald.

You will be the strongest companion against the creatures who use fear to intimidate and weaken their victims. Throughout Middle-earth, you will encounter fear effects, which are some of the most debilitating effects your fellowship will run across. Captains are resilient in the face of fear and can remove its harmful effects.

The Captain is geared to attack one opponent at a time or to help the team in fellowship play. Routing Cry is the only real skill that damages multiple foes; you can use it only if you slay a worthy opponent. As with all your cries, you can't trigger them until at least one enemy has fallen, and they're all but useless against a tough boss.

Healing will save lives. Unfortunately, there are long timers on your healing skills such as Words of Courage (10 seconds) and Rallying Cry (30 seconds); use them sparingly in combat and on the target in most need of Morale. Also, as a melee healer, watch that you don't draw too much hate from your enemies as you heal. After you have the Aggro, it will be difficult for your tank to draw it back.



A Captain heals almost as well as he fights.

Captain Pros and Cons

Strengths

- **Variety of armour and melee weapons**
- **Versatile healing to back up fellowship buffs**
- **Heralds act as an additional companion**
- **Strong against fear effects**

Weaknesses

- **Difficult to deal with more than one creature**
- **Healing has long reset timers**
- **Cries require a foe's defeat to work**
- **Cannot use ranged weapons**

Choosing a Race

Not much choice here, as you can see from the Men all around you. The Captain class accepts only Men recruits—no Elves, Hobbits, or Dwarves. We preach tolerance here, though, soldier. Be prepared to journey out into the land and meet all the races, for you will join together in fellowships and aid each other on quests to better the lives of the Free Peoples. Men have been the watchdogs against the Shadow since before you were born, and it shall continue that way if our officers have their say.

Your Best Stats

As a Captain, you may be called upon to lead the charge into battle or support your men from behind the front line. You may be bashing orc skulls in one fight and healing away warg wounds in another. As a result of your versatility, you may want to maintain a balance of stats. It's one of the few classes that heavily emphasizes play style in your stat growth.

If you like to charge into battle, you should stock up on Might and Vitality. When you find yourself swinging your sword more than healing, those two key stats will help you through the tougher times.

If you like to sit back in many fights and bolster your fellows, emphasize Will and Fate in your characteristics. Will helps drive up your Power pool, allowing the use of more skills and more healing, while Fate regenerates both Morale and Power in combat, helping to replenish what you have lost in longer battles.

Agility can also serve you well if you like a good brawl, although it's not essential. Do you like to trade blows with foes, or duck and dodge? Raise your stats according to what fits best into your combat mind-set.



STARTING CAPTAIN CHARACTERISTICS	
Stats	Man
Might	29
Agility	8
Vitality	10
Will	3
Fate	29
Morale	115
Power	119
Critical Hit Chance	1.6%

Gearing Up

As a Captain, you can wield any two-handed weapon in the game with the exception of staves. However, always having a shield and a good one-handed weapon is helpful when you need to tank or off-tank. ("Tank" means to hold the attention of the monster your group is attacking; "off-tank" means to hold the attention of a creature your group is not currently attacking.)

Usually you will find halberds. As you are one of the few classes that can use halberds, you get first pick, and there are some powerful halberds within the game. The Level 15 Captain quest the trainer gives you rewards you with a purple halberd (purple weapons are of high quality).



You have access to an amazing array of gear.



Your abilities favour the two-handed weapon style as it allows you to kill faster, which means you can get off your battle cries sooner. There are also buffs and attacks that increase your attack speed; this is more beneficial for a two-handed weapon than for a one-handed weapon, where the gain is marginal.

Both fighting styles can be used. There are many arguments to equip your Captain with a one-hander and shield or a two-hander; both are effective in both solo and group play. Changing between styles depending on the situation makes you a more effective Captain, and you want to complement your fellowship companions' strengths in group play.

In addition, you also need to carry in your backpack an item that boosts your Power and Morale regeneration when out of combat. When you are low on either Power and/or Morale, switch to this corresponding boosting item to provide a better regeneration rate. This allows you to recover between battles more quickly. It's necessary; Captains have the lowest Will in the game, meaning they will not regenerate while out of combat as fast as any other race. While their Fate is high, allowing them faster regeneration in combat, the in-combat regeneration is still slower than out-of-combat regeneration.

VIAN VALOURIAN (LEVEL 15)

STATS

Morale: 735	Agility: 22	Fate: 57
Power: 515	Vitality: 24	
Might: 49	Will: 23	

KEY MAGIC ITEMS

- Cloak (+6 Fate)
- Copper Armband of Stamina (+.8 Power regeneration in combat)
- Scaled Helmet (Armour value 27, +3 Might, +3 Agility)
- Silver Necklace of Fate (+3 Fate)

CLASS TRAIT

Expert Attacks

KEY SKILLS

Defensive Strike	Telling Mark
Battle Shout	Words of Courage
Rallying Cry	Pressing Attack
Devastating Blow	Call to Arms: Herald of War



Your Skills

Captains' abilities are ones that will either discourage foes or encourage allies. With your strength and a good heavy weapon on your side, you can make your foes understand the meaning of your resolve while sharing that same resolve with your allies. All soldiers, even those flamboyant Minstrels, feel the strength of your leadership, organizing your fellowships into efficient battle units capable of overcoming any foe. It takes time to rally your troops, and be sure to rally when Morale is low. Do not waste your efforts. You will come to understand these limitations as you fight your way through countless battles. This experience will define you as a true Captain of the land.



Command your fellows too strongly from the rear and you will draw "a mob's ire.

HERALDS

Every great Captain needs loyal soldiers to command, and with your heralds, you are never without one. Beginning at Level 10, you can summon



Your trusty herald never leaves your side.

a herald to assist you, much like the Lore-master can summon pets. They can attack, defend, or sit tight, and each herald carries a different banner that uniquely boosts your stats. Your first herald, the Herald of War, increases your Might and Agility by 13 and gains 1 Might and Agility per level from Level 15 onward. At Level 24, you can recruit the Herald of Hope, who adds 120 Morale (as you go up in levels) and gives you a buff to Morale regeneration in combat. The Herald of Victory, achieved at Level 34, adds 101 Power and grants maximum in-combat Power regeneration. Depending on the situation, you will want to call upon different heralds to augment your sword arm and motivating speeches.

As with all the other classes, you start with a few skills to get a feel for what your new role is all about. Defensive Strike inflicts good direct damage on your enemy while simultaneously buffing your armour for about 10 seconds. The buff timer is reset every time you use the skill, so this will be one of your go-to skills in melee combat. When you can't reach an enemy with your sword, try Battle Shout. This ranged attack deals decent damage and puts you in a battle-ready stance to prepare for some future skills, such as Devastating Blow and Pressing Attack. Your first—and perhaps your biggest—heal is Rallying Cry, which heals your whole fellowship for a large amount, then heals approximately 12 percent of that heal amount every three seconds for 15 seconds. However, it can only be triggered after you defeat a worthy enemy.

Level 2—Devastating Blow

Direct-damage strike with approximately the same damage modifier as Defensive Strike. If the Captain is dealing a critical strike, he will deal approximately 100 percent more damage. Active only after the use of Battle Shout. You have 10 seconds in which to use the skill.

Level 4—Cutting Attack and War-Cry

Cutting Attack adds direct damage initially, then adds bleed-damage-over-time attack. Damage over time lasts 20 seconds. War-Cry boosts attack speed. Only useable after a worthy enemy is defeated.

Level 6—Telling Mark

Increases critical strike chance against an enemy by 5 percent. It's a toggle skill; once applied to the enemy, it doesn't turn off until you decide to or you defeat the enemy.

Level 8—Routing Cry and Make Haste

Routing Cry does good direct damage to four enemies within five yards of the Captain. Can only be used after a foe has been defeated. Make Haste boosts party run speed by 25 percent for 20 seconds. Has a five-minute cooldown time.

Level 10—Words of Courage

Heals a party member directly, then heals approximately 18 percent of the larger heal every 3 seconds for 15 seconds. Cooldown timer is 10 seconds, so it cannot be spammed. Stacks with other Captains' heals over time. Summons to your side a Herald of War who carries your banner; banner boosts Might initially by 12 and gains one per level from Level 15 onward.



Level 12—Pressing Attack

Allows the Captain to do two attacks consecutively for 65 percent damage. Only active after using Battle Shout.

Level 14—Call to Arms: Herald of War

The herald is your trusty sidekick; you can command him like a pet to stay, assist, be passive, attack, and so on.

Level 16—Muster Courage and Motivating Speech

Muster Courage removes Fear effects, Fear-based skill debuffs, and gives a buff against future Fear attacks. Motivating Speech buffs party's Morale by a multiplier of 1.1 for 20 minutes.

Level 18—Command: On Guard

Buff's party member's Parry Chance by 5 percent for 20 minutes.

Level 20—Escape from Darkness

Allows you to raise a fallen comrade during battle, but it has a 15-minute cooldown timer.

Level 22—Last Stand

Makes you unable to be defeated in battle for a short period of time. You will still take damage but will not be defeated even if your Morale falls below zero.

Level 24—Call to Arms: Herald of Hope

Calls a new herald to fight for you. Adds a fixed amount of Morale that increases as you gain levels. Plus, adds .8 Morale regeneration in combat.

Level 26—Threatening Shout

Taunts enemies, increasing their hatred toward you. Can cause enemies to attack you instead of others.

Level 28—Command: Relentless Attack

Buff party member with a 5 percent increase to Critical Hit Chances. Lasts for 20 minutes.

Level 30—Revealing Mark

Marks the target (does not go away until you turn it off or the target dies). Every hit on the target heals whomever hit the target. The amount healed is based on amount of damage done (larger hits heal more Morale).

Level 32—Cry of Vengeance

When a member of your fellowship falls in battle, you can apply this buff to the remaining fellowship members. It's a powerful buff, as it adds 60 to each stat, 15 percent faster attacks, and 490 Armour. These values increase as you grow in experience.

Level 34—Call to Arms: Herald of Victory

Calls a new herald to battle for you. Increases regeneration of Power as well as Max Power.

Level 36—In Harm's Way

Take 100 percent of the damage against your fellowship while using this skill. Great for saving others in battle, though you must be careful not to take on more than you can handle.



Your high-level skills can tip the battle in an instant.

CAPTAIN SKILLS							
	Skill Name	Level Awarded	Type	Training Cost	Recovery Time (Seconds)	Range	Description
	Battle-shout	1	Melee	0	20	20	Your fearsome Shout strikes terror into the hearts of your enemies and puts you into a Battle-readied State.
	Daggers	1	Passive	0	—	—	Allows the use of Daggers.
	Defensive Strike	1	Melee	0	3	2.5	You attack defensively. On a successful strike you cause light damage, but recover quickly to protect yourself from returned attacks.
	Light Armour	1	Passive	0	—	—	Allows the use of Light Armour.

Captain

CAPTAIN SKILLS

	Skill Name	Level Awarded	Type	Training Cost	Recovery Time (Seconds)	Range	Description
	Medium Armour	1	Passive	0	—	—	Allows the use of Medium Armour.
	One-Handed Axes	1	Passive	0	—	—	Allows the use of One-Handed Axes.
	One-Handed Clubs	1	Passive	0	—	—	Allows the use of One-Handed Clubs.
	One-Handed Hammers	1	Passive	0	—	—	Allows the use of One-Handed Hammers.
	One-Handed Maces	1	Passive	0	—	—	Allows the use of One-Handed Maces.
	One-Handed Swords	1	Passive	0	—	—	Allows the use of One-Handed Swords.
	Rallying Cry	1	Cries	0	45	—	When an enemy is defeated, your Cry rallies the Morale of your nearby fellows.
	Two-Handed Axes	1	Passive	0	—	—	Allows the use of Two-Handed Axes.
	Two-Handed Clubs	1	Passive	0	—	—	Allows the use of Two-Handed Clubs.
	Two-Handed Hammers	1	Passive	0	—	—	Allows the use of Two-Handed Hammers.
	Two-Handed Swords	1	Passive	0	—	—	Allows the use of Two-Handed Swords.
	Devastating Blow	2	Melee	20	4.2	2.5	You make a light attack with a chance of causing greater damage if you get a Critical Hit, devastating your enemy. You must be in a Battle-readied State to use this skill.
	Cutting Attack	4	Melee	1s 60c	20	2.5	A light, bleeding attack, which causes your foe damage over time.
	War-cry	4	Cries	1s 60c	45	—	When an enemy is defeated, you let out a Cry which rallies your nearby fellows to attack with greater speed and determination.
	Horn Use	5	Passive	2s 50c	—	—	Allows the usage of Horns.
	Lute Use	5	Passive	2s 50c	—	—	Allows the usage of Lutes.
	Telling Mark	6	Cries	3s 60c	10	40	You leave a Mark on your enemy that increases the chance that your companions will land Critical Hits. Additionally, Marked targets enable your Herald to use special skills. You may only mark one target at a time.
	Critical: Rank 1	7	Passive	4s 90c	—	—	Increases your Critical Hit Chance.
	Make Haste	8	Cries	6s 40c	300	—	You command your fellowship to make better speed, both in and out of battle.









CAPTAIN SKILLS							
	Skill Name	Level Awarded	Type	Training Cost	Recovery Time (Seconds)	Range	Description
	Routing Cry	8	Cries	6s 40c	45	—	When an enemy is defeated, you let out a fear-some Cry which slightly demoralizes all other foes nearby.
	Parry: Rank 1	9	Passive	8s 10c	—	—	Increases your Parry Chance.
	Call to Arms: Herald of War	10	Bufs	10s	—	—	You enlist a Herald to carry your Banner of War into battle. This banner increases the Might and Agility of those around it.
	Pressing Attack	10	Melee	10s	4.2	2.5	You swing twice at your enemy, inflicting medium damage. You must be in a Battle-readied State to use this skill.
	Spear	10	Passive	10s	—	—	Allows the use of Spears.
	Accuracy: Rank 1	11	Passive	12s 10c	—	—	Increases your Accuracy.
	Noble Mark	12	Cries	14s 40c	10	40	You leave a Mark on your enemy, damaging your foe over time. Additionally, Marked targets enable your Herald to use special skills. You may only mark one target at a time.
	Evade: Rank 1	13	Passive	16s 90c	—	—	Increases your Evade Chance.
	Words of Courage	14	Heals	19s 60c	—	25	You are able to renew one of your companions' Morale over time.
	Block : Rank 1	15	Passive	22s 50c	—	—	Increases your Blocking Chance.
	Halberd	15	Passive	22s 50c	—	—	Allows the use of Halberds.
	Shields	15	Passive	22s 50c	—	—	Allows the use of Shields.
	Motivating Speech	16	Bufs	25s 60c	4.2	—	You are able to raise the Morale of your nearby companions with a motivating speech.
	Muster Courage	16	Heals	25s 60c	30	—	You are able to renew the courage of your nearby companions, removing all existing fear effects from them.
	Critical: Rank 2	17	Passive	28s 90c	—	—	Increases your Critical Hit Chance.
	Command: On Guard	18	Bufs	32s 40c	4.2	40	You command one of your companions to be on their guard, increasing their chances of parrying attacks. A Captain can only issue one Command to a companion at any given time.
	Parry: Rank 2	19	Passive	36s 10c	—	—	Increases your Parry Chance.

Captain

CAPTAIN SKILLS

	Skill Name	Level Awarded	Type	Training Cost	Recovery Time (Seconds)	Range	Description
	Armaments	20	Passive	40s	—	—	Allows the usage of Armaments.
	Escape from Darkness	20	Heals	40s	1800	25	You are able to revive a fallen companion with half of their Morale and a quarter of their Power.
	Heavy Armour	20	Passive	40s	—	—	Allows the use of Heavy Armour.
	Evade: Rank 2	21	Passive	44s 10c	—	—	Increases your Evade Chance.
	Last Stand	22	Melee	48s 40c	900	—	You are able to resist succumbing to defeat for a short time.
	Block : Rank 2	23	Passive	52s 90c	—	—	Increases your Blocking Chance.
	Call to Arms: Herald of Hope	24	Bufs	57s 60c	—	—	You enlist a Herald to carry your Banner of Hope into battle. This banner increases the maximum Morale and in-combat Morale regeneration of those around it.
	Parry: Rank 3	25	Passive	62s 50c	—	—	Increases your Parry Chance.
	Threatening Shout	26	Melee	67s 60c	20	40	Your Shout threatens your enemy, increasing the chance that it will attack you.
	Command: Relentless Attack	28	Bufs	78s 40c	4.2	40	You command one of your companions to attack relentlessly, allowing them to land Critical Hits with their attacks more often. A Captain can only issue one Command to a companion at any given time.
	Accuracy: Rank 2	29	Passive	84s 10c	—	—	Increases your Accuracy.
	Revealing Mark	30	Cries	90s	10	40	You leave a Mark on your enemy that will renew the Morale of your companions' when they wound the target. Additionally, Marked targets enable your Herald to use special skills. You may only mark one target at a time.
	Cry of Vengeance	32	Cries	102s 40c	45	—	When one of your companions falls, your Cry inspires your nearby fellows to greater feats of skill.
	Block : Rank 3	33	Passive	108s 90c	—	—	Increases your Blocking Chance.
	Call to Arms: Herald of Victory	34	Bufs	115s 60c	—	—	You enlist a Herald to carry your Banner of Victory into battle. This banner increases the maximum Power and in-combat Power regeneration of those around it.
	Accuracy: Rank 3	35	Passive	122s 50c	—	—	Increases your Accuracy.



CAPTAIN SKILLS							
	Skill Name	Level Awarded	Type	Training Cost	Recovery Time (Seconds)	Range	Description
	In Harm's Way	36	Heals	129s 60c	300	—	You put yourself in harm's way to defend your nearby companions, taking all damage dealt to them upon yourself.
	Command: Focus	38	Bufs	144s 40c	4.2	40	You command one of your companions to focus, increasing their power regeneration in combat. A Captain can only issue one Command to a companion at any given time.
	Accuracy: Rank 4	39	Passive	152s 10c	—	—	Increases your Accuracy.
	Command: Respect	40	Bufs	160s	300	—	Your presence commands respect from those around you.
	Parry: Rank 4	41	Passive	168s 10c	—	—	Increases your Parry Chance.
	Summoning Horn Use	45	Passive	202s 50c	—	—	Allows the usage of Summoning Horns.

VIAN VALOURIAN (LEVEL 30)

STATS

Morale: 1,322 Agility: 37 Fate: 87
 Power: 920 Vitality: 39
 Might: 70 Will: 44

KEY MAGIC ITEMS

Ruby Ring (+4 Might)
 Scaled Helmet (Armour value 63, +6 Agility, +6 Will)
 Star Earring (+12 Fate)
 Wool Cloak (Armour value 64, +11 Fate)



CLASS TRAITS

Expert Attacks Turn the Tide
 Subtle Command

KEY SKILLS

Defensive Strike Call to Arms: Herald of War
 Battle Shout Motivating Speech
 Rallying Cry Call to Arms: Herald of Hope
 Devastating Blow Command: Relentless Attack
 Telling Mark Revealing Mark
 Words of Courage Cry of Vengeance
 Pressing Attack

Captain Traits



Boost your stats or speed up your skill timers with your Captain traits.

Soldiers will be rewarded in the constant fight against the Shadow. The more you use your Captain skill, the better you can handle yourself in future fights. Eventually, you unlock class-specific traits that grant you greater abilities.

Most of your class traits center around your strengths. You may speed up the execution of certain skills or boost Might and Power—all to make you a more effective Captain in battle. You also gain Fear Resistance; the Captain gathers courage so that others in the fellowship will follow. Experiment with your skills to decide which ones you want to pursue quickly.

Two traits to focus on are Subtle Command and Turn the Tide. Subtle Command allows you to act with less Threat modifier; you can perform more actions in combat without becoming a big target. If you like to stay back in battles and support your companions, this is an excellent trait to equip. Turn the Tide increases your damage output by 3 percent and adds +10 to your Might. Both are worthy additions for a combat-oriented Captain.

Start working on your traits early! Your traits are dependent on certain skills that require you to gain experience from the creatures you defeat. The sooner you start these, the sooner you gain the abilities available from them.



CAPTAIN CLASS TRAITS

Name	Level Acquired	Condition of Granting	Effect #1	Effect #2	Effect #3
Renewed Voice	1	Use Battle-Shout 650 times	Battle-Shout Recovery: 5 secs	Might +10	—
Now for Wrath	1	Use Rallying Cry 600 times	Rallying Cry restores some Power	Max Power +30	—
Focused Strikes	1	Land Defensive Strike 500 times	Miss Chance decreased	Fear Resistance +2%	—
Expert Attacks	2	Land Critical Hits with Devastating Blow 100 times	Devastating Blow Critical Hit Chance +5%	Might +10	—
Subtle Command	2	Use Cry Skills successfully 2000 times	Cry and Healing Skills draw less Aggro	Fear Resistance +2%	Threat lowered by medium amount
Captain of War	4	Use War Cry 300 times	Using War Cry, Ally Attack Speed Greater Increased	Mark Reset Timer -2 secs	—
Turn of the Tide	8	Land Routing Cry 250 times	Routing Cry stuns enemies	Might +10	Routing Cry Damage +3%
Captain's Valour	10	Summon Herald of War 60 times	War Herald's Might and Agility Buffs Increased	Mark Reset Timer -2 Secs	—
Fear No Darkness	14	Use Words of Courage 500 times	Words of Courage greatly increase Morale of Fellows	Max Power +30	—
Loyalty	15	Quest	Your Herald can take more punishment	Fear Resistance +2%	—
Strong Voice	16	Use Muster Courage in Battle 200 times	Power Cost of Cry and Shout Skills -8%	Max Power +30	—
Blood of Númenor	20	Use Escape From Darkness 100 times	Escape From Darkness now fully restores stats of Ally	Max Power +30	—
Captain's Hope	24	Summon Herald of Hope 60 times	Hope Herald's Morale Buff Increased	Mark Reset Timer -2 Secs	—
Intimidating Shout	26	Use Threatening Shout 600 times	Threatening Shout generates more Threat	Might +10	—
Defiance	30	Quest	Last Stand Duration +10, and Heals upon completion	Fear Resistance +2%	—
Captain's Victory	34	Summon Herald of Victory 60 times	Victory Herald's Power Buff increased	Mark Reset Timer -2 Secs	—

IDEAL VOCATION

Though any vocation will be fun, concentrate on Armourer or Armsman if you want to improve your situation as a Captain. As a plate-wearer, being an Armourer comes in handy at higher levels when your Metalsmith skills allow you to craft armour that may be better than any armour you find off creature drops.

The Armsman vocation gives you access to skills from the Weaponsmith profession; with this profession, you can turn out fine weapons with which to hone your combat skills. However, Captains can be effective at any profession, and some professions will earn you more money than would making weapons and armour. This is a gameplay choice—some Captains like farming, cooking, or the scholarly arts; it is, however, rare to find a Captain Woodsman, as you cannot use ranged weapons.



Crafting armour or weapons for your Captain is a valuable endeavor.



Combat



Large weapons, healing spells, and buffs all contribute to a Captain's success in the field.

The Captain is a force to be reckoned with. He battles with large weapons for heavy hits or fights with a shield and a one-handed weapon for damage mitigation. He also has the ability to heal, making for fantastic survivability. While out adventuring, carry a

shield and one-handed weapon in case you need to tank for a fellowship. For those inclined to battle rather than provide support, use your critical strike boosting skills and traits; they allow you to be more effective in combat both solo and party. Here are some tips for beginning Captains:

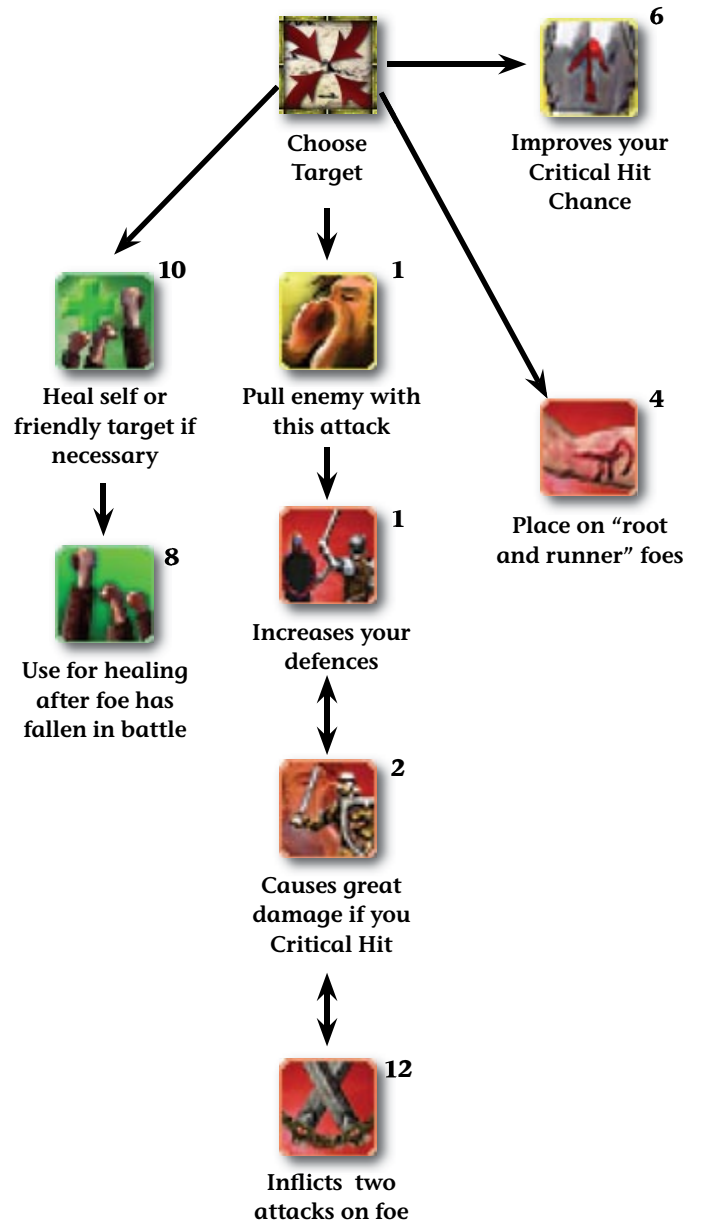
Strategy for a solo Level 13 or lower Captain against a single foe:

1. Pull a foe with Battle Shout (or use Battle Shout on the foe attacking you).
2. Use Defensive Strike to increase armour.
3. Use Devastating Blow or Pressing Attack before timer runs out to lay on some good damage.
4. Use Cutting Attack to sustain damage on a "root and runner" (an NPC who will root you with a net or some other defence, then run away to attack from range). Your Cutting Attack will cause damage over time to an enemy that runs away from combat when low on Morale.
5. Upon defeating the foe, use either War-Cry or Rallying Cry, even if you don't need to. This will allow you to continue earning traits.

Strategy for a solo Level 13 or lower Captain against multiple foes:

1. Pull foes with Enraged Shout, or use Battle Shout on one of the foes attacking you.
2. Use Defensive Strike to increase armour.
3. Use Devastating Blow or Pressing Attack before timer runs out to lay on some good damage.
4. Use Cutting Attack to sustain damage on a "root and runner." Your Cutting Attack will place damage over time on the enemy that runs away from combat when low on Power.
5. Use either Rallying Cry to keep your Morale up, or Routing Cry to damage the enemies attacking you. Each of your cries has a 30-second cooldown timer. Routing Cry requires you to damage a foe with it in order for it to be counted toward completing that Class Deed.

Beginner Combat Chart: Captain





Use Rallying Cry after you defeat an opponent to regain Morale.

After Level 10, the Captain has a herald with him most of the time. The herald provides added DPS and can off-tank (hold the attention of a secondary foe) to keep the damage off you. The herald can be healed, which he will need, as his defence

is not great. Other than that, your herald will not require much in the way of management. The AI works well, and he is a welcome companion to you. You may need to change his tactics at times, but you want him at your side to add that damage and provide your boosts. Heralds will change a Captain's gameplay after Level 10.

Strategy for a Level 10 or higher Captain with your herald:

1. Pull foes in standard manner.
2. Use your herald to off-tank extra foes and/or add damage to your main target.
3. After you kill your main target, your Cries will play an important role—Rallying Cry will heal you and your herald, War-Cry will increase both your attack speeds, and Routing Cry will damage all those foes around you.
4. Repeat the standard damaging strategy for the rest of the foes.

Strategy for a high-damage setup for a Captain:

1. Take the class trait Expert Attacks, which adds 5 percent increase to your Critical Hit Chance.
2. Take the class trait Turn the Tide, which adds 3 percent damage to Routing Cry and +10 Might.
3. Take the class trait Renewed Voice, which reduces casting time and adds +10 Might.
4. Apply Telling Mark to your target.
5. Kill a weaker creature to apply War-Cry.
6. Group with another Captain to apply Command: Relentless Attack.
7. Use Battle Shout to pull.
8. Use Devastating Blow and finish off your target with the standard combat maneuvers.

When it comes to fellowship play, the Captain plays a support role. He is there to boost his allies to greater strengths and provide Morale regeneration, as well as additional damage per second. One of a Captain's most difficult tasks is managing your Aggro or the attention of foes as they attack your party. Healing an ally's Morale increases the Aggro a Captain generates. Also, you have many abilities that increase critical strike percentage, which may land a series of critical strikes that out-damages others in your party. Heavy armour enables the Captain to absorb these hits well, but keep Aggro management in mind when playing with the Captain.



Heavy armour absorbs lots of damage and gives you a few more precious seconds to trigger your skills.

A Captain can also be a tank for the group. It depends on the makeup of your fellowship. In this role, the Captain should have his shield out with a one-handed weapon ready.



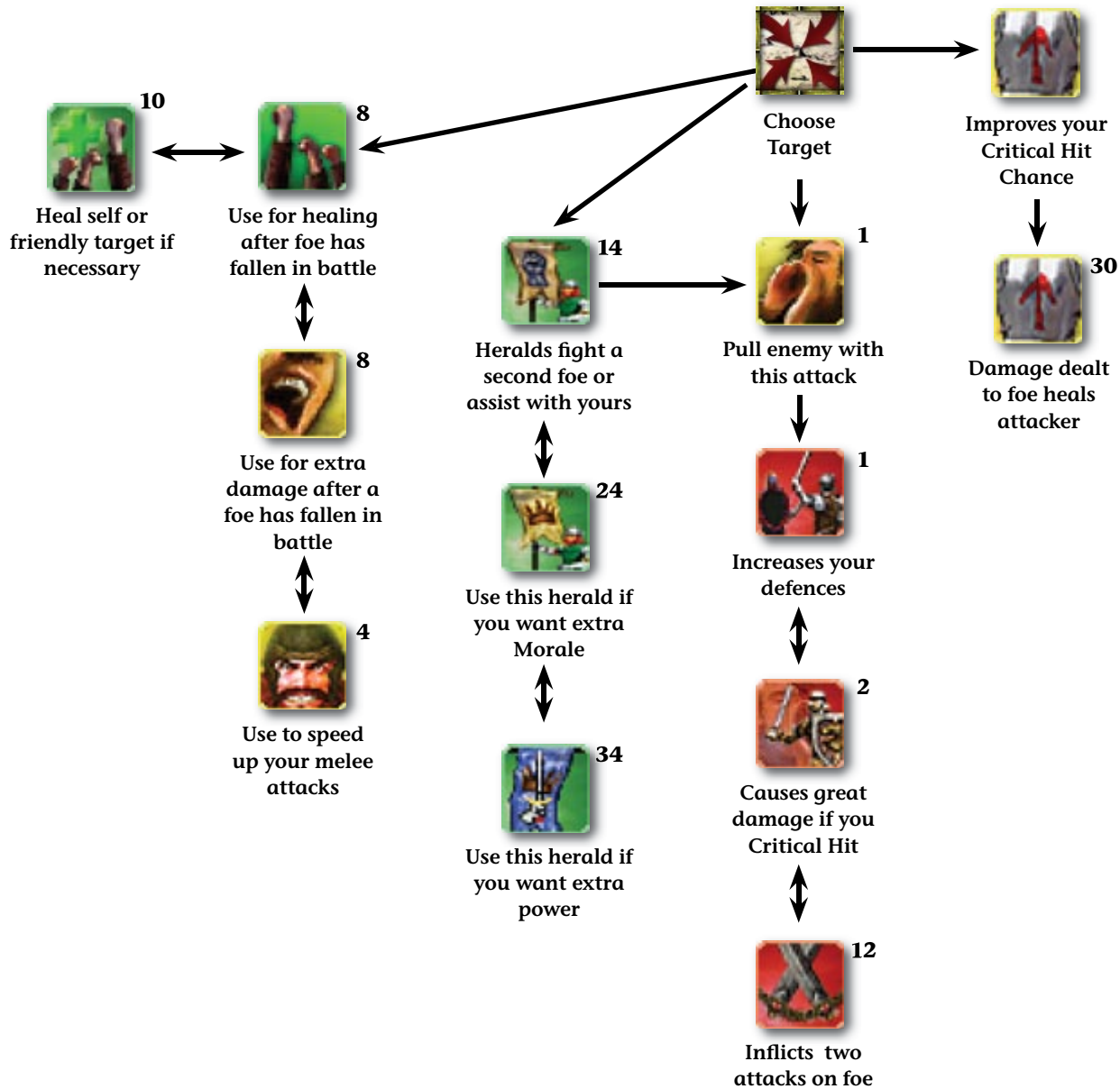
When pulling a mob, rely on your Battle Shout skill.

Strategy for a Captain in a fellowship:

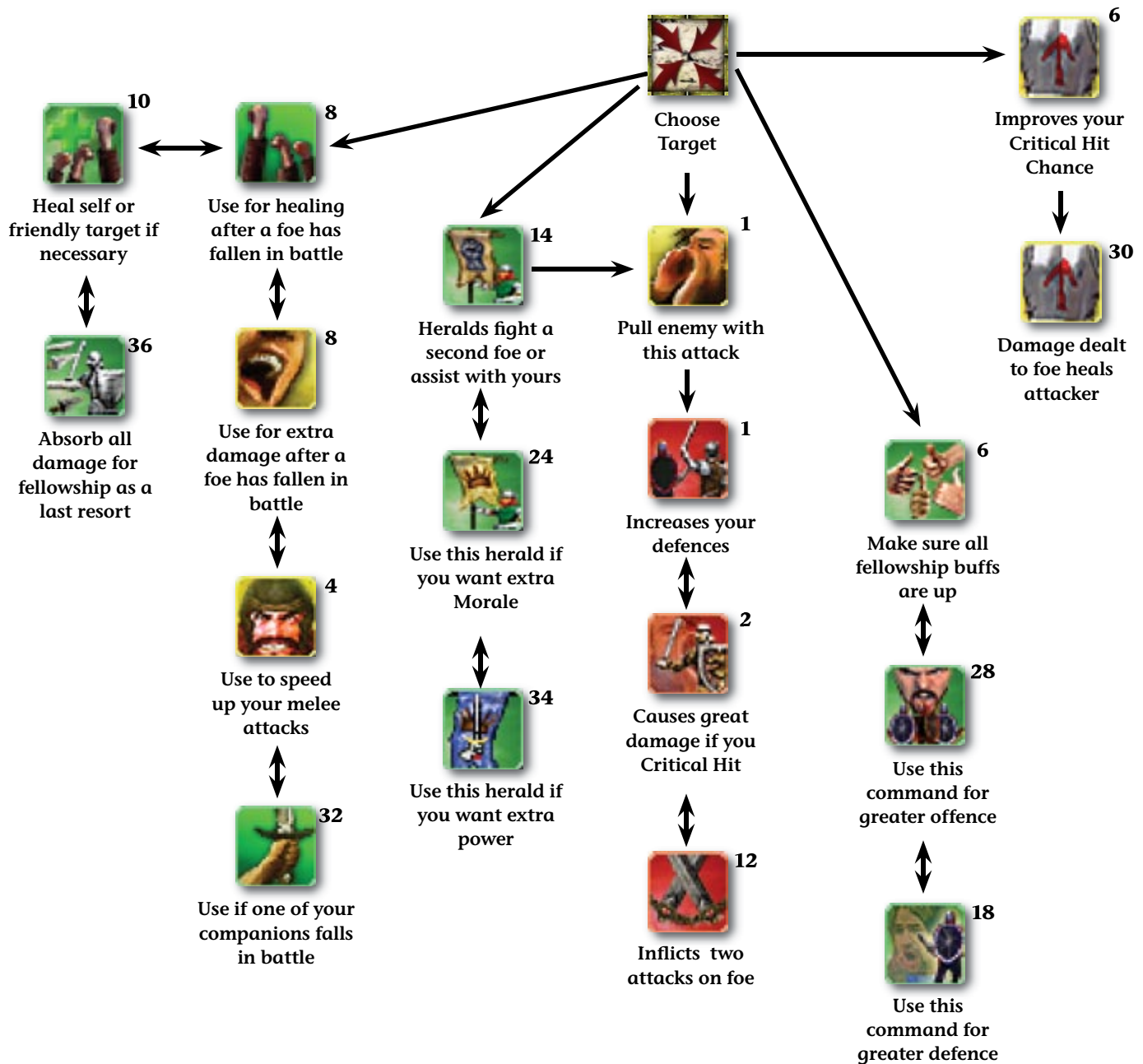
1. Before you begin, apply all buffs such as Motivating Speech, Command: On Guard, and so on.
2. You may be asked to pull; use Battle Shout.
3. Allow the Guardian or main tank to take the foe's Aggro.
4. Start damaging your foe; use your Pressing Attack.
5. Apply Cutting Attack soon, as it will increase damage even if you aren't attacked.
6. Use your Telling Mark debuff whenever possible. It helps increase damage output, though it's more useful when fighting more difficult foes that require longer fight times. Standard foes are defeated quickly enough that the time to cast the mark and the Power usage for the mark are wasted.
7. If multiple foes are present, use Rallying Cry to keep up your party members' Morale. Watch this as necessary.
8. Make sure you use Words of Courage as necessary. This healing is a vital part of a Captain's role in a group.
9. If a retreat is necessary, use Make Haste; this allows the party to get away faster and with fewer hits from behind.



Advanced Combat Chart: Captain



Fellowship Combat Chart: Captain





VIAN VALOURIAN (LEVEL 50)

STATS

Morale: 2,244 Agility: 77 Fate: 139
Power: 1,640 Vitality: 79
Might: 119 Will: 84

KEY MAGIC ITEMS

Berghelm (Armour Value 123, +20 Will, +7 Might, +7 Vitality, +7 Agility, adds 50 to Max Morale)

Celegdail (Armour Value 156, +7 Might, +7 Vitality, adds 51 to Max Power)

Gaelanthir (33 DPS Halberd, increases threat during combat)

Luchereg (Armour Value 323, +7 Vitality, +7 Might, +7 Agility, adds 50 to Max Morale)

Mithranc (Armour Value 123, +20 Might, +7 Fate, adds 51 to Max Power)

Stannafl (Armour Value 411, +20 Might, adds 36 to Max Power, reduces some incoming Common

Damage 75% of the time)

CLASS TRAITS

Expert Attacks
Renewed Voice

Strong Voice
Subtle Command
Turn the Tide

KEY SKILLS

Defensive Strike
Battle Shout
Rallying Cry
Devastating Blow
Telling Mark
Words of Courage
Pressing Attack

Call to Arms: Herald of Hope
Command: Relentless Attack
Revealing Mark
Cry of Vengeance
Call to Arms: Herald of Victory
In Harm's Way

Call to Arms: Herald of War
Motivating Speech



Levels 1–6

You begin in the small town of Archet. Start with the town quests you complete by talking to people in the town. This gets you to Level 3.

Head out of town to the local farm. The soldier stationed there gives you a few quests that lead to the little hunter's outpost and will get you to Level 4. Upon completing these quests, other quests in town open for you; pick those up before moving on to the next area.

After you head to the Hunting Lodge, gather all the quests and complete them one by one. Do not travel with Jon Brackenbrook in the Lodge (you get the option of "travel now") before completing the quests in the area. After you gain experience and reach Level 6, make sure you complete the quests in your quest book; then travel with Jon.

Levels 7–9

After you finish the quests in Archet and have traveled with the NPC from the hunter's outpost, you will find more quests open to you in Archet. Complete the quests around Archet to reach Level 8 or 9. At this point, you should be ready to move on to Combe.



Questing with your herald makes soloing go much more easily.

Levels 10–15

Head to the town of Combe and its surrounding areas. There are many quests here. Start with the forest quests, which the characters in Archet lead you to. These quests give you better items and money that you will need in order to pick up better gear. You will be sent into the Midgewater Marshes to defeat various types of creatures, including neekerbrekers, goblins, sickle-flies, and so on. Now you can kill two swamp creatures with one stone—you get to finish off quests while completing combat achievements.

Levels 16–23

This is Bree, the Barrow-downs, and the Old Forest. Some of the most famous characters and locations from the book are at your fingertips now. Bree is a bustling town, and lots of locals need your help. Complete the standard quests first, then find a fellowship and tackle both the Old Forest and the Barrow-downs.

Beyond this point, it is up to you. Head to the Lone-lands, or the North Downs when you reach your mid-20s to find needy folks willing to pay for your services. Men, Dwarves, Elves—even those strange Rangers, or Dúnedain—are always looking for the services of friendship.

Leveling Guide

Completing quests and helping others is the key to understanding the Captain's role in Middle-earth. You will advance further working with others than you will soloing.

Class Quests

At Level 15, prepare for a whole new type of quest—the class quest. These quests help you learn your class better and give you special rewards. Talk to your local Captain trainer when you hit Level 15 and 30.



When a ring appears above your class trainer's head, ask the trainer about your latest class quest.

An Inspiration to Men (Level 15)

The quest begins in Bree at Level 15; you get the quest from your trainer. You are asked to speak to Hazel Kenton, a Captain of great renown. Talk to her to better understand your role as a Captain to support those around you and inspire others. She can be found at the West Gate of Bree.

Hazel asks you to inspire Guardian Hilton Harper to regain his former glory; he has suffered a crushing defeat at the hands of a brigand who stole his badge. Head out into West Bree-fields, to Brigand's Watch. It will not be easy, but if you are careful with your pulls at Brigand's Watch, you can separate Aldis from his gang and fight him alone. He is a Signature, and should be soloable. Return the badge to Harper, who is sitting on the ground at Thornley's work site.

Once complete, return to Hazel Kenton for your rewards: 1 silver, 80 copper, and 3 Essences of Athelas, Halbert (10.1 DPS, +8 Vitality, +4 Fate), Coins and the class trait Loyalty (adds +2% to Fear Resistance, plus your herald now wears stronger armour and gets a boost to Max Morale).

A Captain's Standard (Level 30)

Your trainer says you have gained fame, and because of that fame, a Dwarf named Jarl Copperbrace is looking for your help. You can find him in Othrikar in the North Downs.

Jarl Copperbrace wants you to help him against a settlement of Dourhand Dwarves. You and he head to an instance where you are to raise three banners of the Free Peoples of Middle-earth. The quest is fun and tricky to complete but is worth the effort for the reward. This quest is unusual in that there is a jumping component—you need to get up on the walls of the ruins and make two jumps in order to reach two of the poles. Furthermore, your herald cannot jump, so herald-management in this section of the quest is paramount.

Upon completion, your rewards include 5 Greater Essence of Athelas, a Flared Helm (Armor value 63, +18 Will, +21.0 Morale) or Small Metal Buckler (Armor value 120, +8 Vitality, +8 Will, adds 0.9 Power regeneration in combat), and the class trait Defiance (Your Last Stand ability lasts longer and heals you when done, adds 10 to Duration modifier, adds +2% to Fear Resistance).

After completing these two class quest challenges and gaining all your experience to date as a Captain, you will have no troubles as a leader. Even if you do, the next time you save that one companion that likes to complain a lot, he just may wield a blade in your defence quicker than your herald.

Articles of Command & Implements of War (Level 45)

Another set of class quests becomes available at Level 45; by completing these quests, you gain access to a weapon and a piece of armour/trinket custom-made for Captains. Speaking to your class trainer at Level 45 will start you on the path for these quests. When you complete each of these, you will then receive the quest "A Lesson from Boromir," which rewards you with another Legendary Captain Trait: In Defence of Middle-earth.

The Articles and Implements quests are long and involved quests with three waves of item collections. For the second and third waves, which send you into incredibly dangerous regions (including high-level dungeons), the items are not bound to you on acquisition, so you can buy and sell them at the Auction House.

THE NOBLEST PATH IS SERVICE

Bestowed: Captain Class Trainers.

Objective 1: Talk to Dawn Stockard in Archet.

ARTICLES OF COMMAND

Bestowed: Dawn Stockard.

Objective 1: Collect Steam-scorched Carapaces x12 (from Nerbyg in Angmar, in Malenhad). Collect Hogni's Spiked Helmet (from Hogni Cleave-shank, in the Misty Mountains at Gabilazan).

Objective 2: Bring the first set of components to Dawn Stockard.

Objective 3: Collect Corroded Neekerbrecker-horns x20 (from Nerbyg in Angmar: in Malenhad). Collect Grisly Bat-talons x20 (from Angmar: in Himbar and Carn Dûm).

Objective 4: Bring the second set of components to Dawn Stockard.

Objective 5: Collect Badge of Command (from Lagmâs, uruk boss in Urugarth). Collect Putrid Slime of Helchgam (from Helchgam, Watcher boss in Carn Dûm).

Objective 6: Bring the final set of components to Dawn Stockard.



IMPLEMENTS OF WAR

Bestowed: Dawn Stockard.

Objective 1: Collect Nasty Snowreap-knives x8 (from Snowreap goblins in the Misty Mountains). Collect Fakhthal's Jagged Blade (from Fakhthal, in Fasach-falroid, in Angmar).

Objective 2: Bring the first set of components to Dawn Stockard.

Objective 3: Collect Hateful Worm Eyes x15 (from Worms in Angmar: in Gorohtlad and Nan Gurth, and in Helegrod in the Misty Mountains). Collect Coiled Spider-spinnerets x15 (from Angmar: in Malenhad, Fasach-falroid, and Gorohtlad). Collect Rotted Barghest Paws x5 (from Fornost).

Objective 4: Bring the second set of components to Dawn Stockard.

Objective 5: Collect Teeth of a Gorthorog (from Dushkâl, Brízrip, or Thordragh, Gorthorog bosses in Urugarth). Collect Medallion of Passage (from Urro, an Uruk boss in Carn Dûm).

Objective 6: Bring the final set of components to Dawn Stockard.

When you complete both the Articles and Implements quests, the following quest becomes available:

A LESSON FROM BOROMIR

Bestowed: Dawn Stockard.

Objective 1: Talk to Boromir (in Rivendell, near the pass into the Misty Mountains). Boromir rewards you with In Defence of Middle-earth, the fourth Legendary Captain Trait.

LEGENDARY TRAITS						
Name	Trait Effects	Quest Name	Quest Level Requirement	Quest Giver	Pages 1-4 Dropped from	Pages 5-8 Dropped from
Escape from Corruption	Revive a Fellow to 75% Stats, Buff: Might, Vitality, Will, Fate, Agility +2, Lasts 10 mins, Power Cost: 14, Recovery Time: 20 mins, Max Range: 25	The Candle's Flame	45	Boromir	Morroval (Western Ram Duath)	Goblins (Misty Mountains)
Shield of the Dúnedain	Ally Target: Melee, Ranged, Magic Vulnerability, Lasts 15 secs, Power Cost: 50%, Recovery Time: 15 mins, Max Range: 25	Treaties of Valour	45	Boromir	Nomads (West Angmar)	Orcs (East Angmar)
Oathbreaker's Shame	Enemy Target: Melee, Ranged, Magic Vulnerability +35%, Lasts 10 secs, Power Cost: 200, Recovery Time: 15 mins, Max Range: 40	Books of Oaths	—	—	—	—
Boromir	Random drops from level 39+ sentient mobs	Random drops from level 39+ sentient mobs	—	—	—	—
In Defence of Middle-Earth	Party Buff: Might, Vitality, Will, Fate, Agility +2, Lasts 5 mins, Power Cost: 14, Recovery Time: 1 min, Radius: 15	—	50	—	—	—

Champion

By VENUSADA OF GONDOR

Hail and well met, young Champion, and welcome to Third Company. Are those your things on the floor? Grab them, if you will, and walk with me; I'll show you to our barracks, and we may walk about the outpost for a spell if you so desire. Good! Let us be on our way.

I can see that look in your eye. All of the new recruits have it, it would seem. Of course, I'm a farmer, and a damn fine Champion, so don't you worry none about my qualifications. I kill better than I can cook, so don't be expecting any vittles neither!

Did you receive your papers from the Company? Good, then! Surely you've read them thoroughly and know that you are to be trained as a Champion. Considering the black cloud slowly growing in the east, your training here at Esteldín will likely be all too short. Nevertheless, the papers you received have it right—rely on your twin swords, and you'll be fine. Don't let the stuffy guardians hereabouts furrow your brow...a good offence is better than any defence.



Solo Champions fight best one-on-one.

What Is a Champion?

A true master of arms, the Champion excels at combat, focusing on little other than destroying his foes. The Champion's whirling blades can strike fear into the heart of even the foulest Orc, cutting down swaths of them at once. You are the great melee damage-dealer of the company, and few can survive one-on-one against your relentless assault in combat. With so many melee skills to choose from, you will give a Guardian a run for his gold in a contest of brawn and butchery. While a Champion's training and armour grants him some survivability, that is not his focus, and a Champion can quickly find himself in trouble when facing several foes on his own.

WHY THIS CLASS IS FOR YOU

You like to deal damage—and fast. The Champion is the class of choice for players who enjoy nonstop combat with multiple options always available.



Out on the battlefield, your weapons are your resolve.

Champions can use various weapon styles but focus on dual-wielding or brandishing a two-handed weapon. With their active play style, Champions can consistently cause large amounts of damage to both single and multiple opponents in combat. For their combat style, the best defence is a good offence. The Champion is a warrior and is unrelenting in battle. The fervour of battle allows him to make very damaging attacks, thus making for short skirmishes.

Strengths and Weaknesses

With his dual weapons, a Champion's speed in combat is like a plow that will chop up anything the Shadow spews out against the free people of this land. You can wear most of the best armour and can strike multiple foes at once; however, your blades must move quicker than those of your opponent, else your foes may deal you blows from which you cannot recover.

In battle, you must accurately channel your Fervour and apply it to the correct maneuver at the correct time. If you expend energy on a useless attack or on one aimed at the wrong enemy, you may face greater odds than even your swords can overcome. Champions have very few ways to heal, unless they journey with companions, so they must destroy the enemy before its counterattack shatters their resolve.



Champions can solo or team up in fellowships.

Champion Pros and Cons

Strengths

- Cause large amount of damage quickly
- Ability to use various weapon styles
- Ability to wear several types of armour
- Strongest melee area-of-effect attacks
- Fervour skill provides unparalleled power regeneration in combat



Weaknesses

- **Fervour skill removes ability to block, parry, or evade attacks**
- **Hard to pull a creature out of a crowd before you gain the Shoot skill**
- **Cannot use ranged weapons until Level 20**
- **Very limited self-healing**

Choosing a Race

So this is your barracks! I know, it's not much, but it'll be home for some time, unless you're split in two by an Orc. Ha! Just a joke; don't go looking scared. Grab that bunk there, stash your stuff away, and meet a few of your comrades before we head back out.

Aye, these Hobbits we've heard about cannot be Champions. I imagine they would be an interesting sight, armed with a couple of swords. I might even let out a hearty laugh and have a drink if the sergeant isn't around. Dwarves are an intimidating sight as Champions, as are Elves.

Anyway, of the three races that can become Champions, I believe Men make the best. I don't say this because I'm of the Race of Man; it's just that we hit harder and have better defence due to our agility. Sure, a Dwarf is strong, but have you witnessed the agility of a Dwarf? Of course not! They're about as agile as a stone. Granted, we haven't the same reserves of Power, but it's not enough of a difference to matter.

Your Best Stats

Champions are the most powerful fighters in the land and should concentrate on Might. The Might characteristic increases your damage, which is especially important to a Champion as you frequently want to outrace your enemy in damage-dealing. Might also decreases the melee damage you take—another plus, for you will be nose-to-snout with most of the trash we deal with.

Vitality comes next. Don't worry if you continue to find items that pump up Vitality but that don't raise your Might or Agility as quickly. Vitality increases your Morale, and the longer you stay in a fight, the more damage you will do to your enemy.

Next, build up your Agility. You will miss less often with a high Agility, and you will evade more frequently, which, when you think about it, is like having better armour. The majority of your items should focus on Might and Agility.

Fate increases your Morale and Power regeneration in combat. It is a useful characteristic, but your fights may be over too quickly for this to matter as much as it would to a Guardian, who has a much stronger defence.

Lastly, don't worry overly much about Will. Unless you have a very poor Will, you should have enough Power to execute your combat maneuvers, and that's all you really care about. It doesn't help to have a large stockpile of Power; you won't tap into it as much as would a Lore-master or Minstrel.



Concentrate on Might to smite your foes.

Look after your Fate/Will if you start running short of Power during long fights such as those against Elite or Boss encounters.

NOTE

STARTING CHAMPION CHARACTERISTICS			
Stats	Man	Elf	Dwarf
Might	29	14	29
Agility	14	29	6
Vitality	10	10	20
Will	1	8	8
Fate	26	3	3
Morale	130	111	162
Power	127	134	134
Critical Hit Chance	2.1%	2.9%	1.4%

Gearing Up

Champions really like weapons—of all shapes and sizes. They like to swing them in a seemingly wild, harried manner like some mad berserker, but that's just for appearances. Real Champions, those who have cleaved many a goblin skull, who have sliced and diced many an Orc, are the ones who look like a mad dervish, but that's just to fool their opponent. Half the fight is throwing your opponent off. Hit first, and hit hard—that's what we say here in the Third!

You are the master of the one-handed weapon. You can use one-handed daggers, axes, maces, swords, hammers, clubs, and thrown weapons. The most important part of your weapon is its DPS score (damage per second). The higher the DPS, the faster you dish out damage in combat. It's almost always better to go with a higher DPS weapon than one with a nice magical buff, unless, of course, that buff increases your Might or Agility enough that it has a great impact on combat. At Level 10, you gain the ability to use two-handed swords, axes, hammers, and the spear, though it's best to dual-wield unless you own an incredible two-handed weapon. At Level 20, you can finally use ranged weapons.

Champion

As a Champion, you will start out with a leather jacket, leather shoes, leather trousers, and a small knife. You quickly become able to equip a rusted long sword and a knife, which you find in the beginning quests. Equip both and use your dual-wielding abilities. Your long sword goes into your main weapon slot. Place the knife in the shield spot.



Check each town for better gear.

You begin with light and medium armour and work your way up to shield use by Level 15. Shields give you some defence, at the expense of your second weapon. If you want to play a more defensive style, the shield/weapon combo is a better option than dual-wielding. At Level 20, you can learn how to wear heavy armour at your local Champion trainer. Take him up on this ability, as it increases your armour value significantly. Now you can wear anything you find, so long as you fulfill the level requirement.

Buy your early equipment off the local vendors and look for a high DPS weapon or two at the auction house. A good pair of weapons is more important than anything else to a Champion and this keeps you equipped until you storm your first goblin camp and steal a better weapon or uncover a treasure pile with a few choice items. Keep the items that increase Might, Agility, Vitality, and possibly Fate, and sell the rest, or give them away to members of your kinship.

VENUSADA (LEVEL 15)

STATS

Morale: 1,016
Power: 630
Might: 67
Agility: 41
Will: 29
Fate: 63
Vitality: 39

KEY MAGIC ITEMS

Cloak (Armour value 27, Adds 9 to Max Morale)
Crystal Earring (+3 Vitality)
Gleaming Red Garnet Ring (Adds 11 to Max Morale)

CLASS TRAIT

Deadly Strikes

KEY SKILLS

Blade Wall	Fervour
Swift Strike	Brutal Strikes
Wild Attack	Blade Storm
Savage Strikes	Bracing Attack



Your Skills

Use Champion skills (such as Swift Strike) to increase your Fervour, then hit with a powerful skill that requires the expenditure of Fervour points (Savage Strikes). You can toggle Fervour on, but don't do it when there are many foes around since Fervour lowers your reactive abilities. Other skills that increase Fervour are Wild Attack and Battle Frenzy, and, of course, you can toggle on Fervour. Use Wild Attack more often than Swift Strike because it uses a lot less power.

As for the attack skills, you have single-foe and area-of-effect attacks that assail up to five foes in a certain radius. The Shoot skill (ranged weapon) helps when you want to bring a foe to you, but it doesn't do much damage.



Some skills require Fervour to trigger them.

DUAL-WIELDING

One of the niftiest parts of playing a Champion is the ability to use two weapons at the same time. This ambidextrous fighter gets twice the firepower in each attack, and that's why he'll be the DPS-monster in the fellowship, frequently dealing out the most damage in each skirmish. Don't worry about trying to decide which weapons should go in the sheath and which should go to the vendor. The Champion carries a bunch and switches to the ones that will be most effective in the coming battle. The Champion is the true connoisseur of weapons.



Always carry two weapons if you aren't using a shield.



CHAMPION SKILLS							
	Skill Name	Level Awarded	Type	Training Cost	Recovery Time (Seconds)	Range	Description
	Blade-wall	1	AOE	0	4.2	—	You make a frontal area-of-effect attack.
	Daggers	1	Passive	0	—	—	Allows the use of Daggers.
	Dual Wielding	1	Passive	0	—	—	Allows wielding of a second weapon in the off-hand.
	Light Armour	1	Passive	0	—	—	Allows the use of Light Armour.
	Medium Armour	1	Passive	0	—	—	Allows the use of Medium Armour.
	One-Handed Axes	1	Passive	0	—	—	Allows the use of One-Handed Axes.
	One-Handed Clubs	1	Passive	0	—	—	Allows the use of One-Handed Clubs.
	One-Handed Hammers	1	Passive	0	—	—	Allows the use of One-Handed Hammers.
	One-Handed Maces	1	Passive	0	—	—	Allows the use of One-Handed Maces.
	One-Handed Swords	1	Passive	0	—	—	Allows the use of One-Handed Swords.
	Swift Strike	1	Build	0	3.2	2.5	You make a swift melee attack.
	Wild Attack	1	Build	0	1.8	2.5	A single powerful melee attack.
	Savage Strikes	2	Single	20	4.2	2.5	You make a savage double attack.
	Fervour	4	Build	1s 60c	4.2	—	Your damage and Power regeneration are increased at the expense of avoidance.
	Flurry	4	Skills	1s 60c	—	—	Your attack speed is increased.
	Horn Use	5	Passive	2s 50c	—	—	Allows the usage of Horns.
	Lute Use	5	Passive	2s 50c	—	—	Allows the usage of Lutes.
	Parry: Rank 1	5	Passive	2s 50c	—	—	Increases your Parry Chance.
	Brutal Strikes	6	Single	3s 60c	4.2	2.5	You make three deadly attacks.
	Evade: Rank 1	7	Passive	4s 90c	—	—	Increases your Evade Chance.
	Exchange of Blows	8	Skills	6s 40c	—	—	For every strike you receive from your enemy, you return the blow.

CHAMPION SKILLS



	Skill Name	Level Awarded	Type	Training Cost	Recovery Time (Seconds)	Range	Description
	Blade-storm	10	AOE	10s	10	—	You make a full area-of-effect attack.
	Spear	10	Passive	10s	—	—	Allows the use of Spears.
	Two-Handed Axes	10	Passive	10s	—	—	Allows the use of Two-Handed Axes.
	Two-Handed Hammers	10	Passive	10s	—	—	Allows the use of Two-Handed Hammers.
	Two-Handed Swords	10	Passive	10s	—	—	Allows the use of Two-Handed Swords.
	Critical: Rank 1	11	Passive	12s 10c	—	—	Increases your Critical Hit Chance.
	Battle-frenzy	12	Build	14s 40c	60	—	Your Fervour is instantly increased.
	Accuracy: Rank 1	13	Passive	16s 90c	—	—	Increases your Accuracy.
	Bracing Attack	14	Defence	19s 60c	30	2.5	You make an attack which allows you to brace yourself against counterattack, increasing your Morale by a small amount.
	Evade: Rank 2	15	Passive	22s 50c	—	—	Increases your Evade Chance.
	Shields	15	Passive	22s 50c	—	—	Allows the use of Shields.
	Cleave	16	AOE	25s 60c	4.2	—	You make a full area-of-effect attack, which causes light damage over time.
	Sudden Defence	18	Defence	32s 40c	300	—	You lose all Fervour and enter a defensive stance, which increases your parry and evade rates.
	Parry: Rank 2	19	Passive	36s 10c	—	—	Increases your Parry Chance.
	Bows	20	Passive	40s	—	—	Allows the use of Bows.
	Heavy Armour	20	Passive	40s	—	—	Allows the use of Heavy Armour.
	Horns of Valour	20	Passive	40s	—	—	Allows the usage of Champion Horns.
	Relentless Strike	20	Single	40s	1.8	2.5	You use all of your Fervour to deal a devastating attack. This attack can only be evaded; it will never miss, and cannot be parried or blocked.
	Runic Use	20	Passive	40s	—	—	Allows the usage of Runes.
	Shoot	20	Common	40s	9	30	You attack with your ranged weapon.



CHAMPION SKILLS							
	Skill Name	Level Awarded	Type	Training Cost	Recovery Time (Seconds)	Range	Description
	Block : Rank 1	21	Passive	44s 10c	—	—	Increases your Blocking Chance.
	Champion's Challenge	22	Skills	48s 40c	30	30	Your taunting cry forces your target to face and attack you.
	Critical: Rank 2	23	Passive	52s 90c	—	—	Increases your Critical Hit Chance.
	Merciful Strike	24	Build	57s 60c	30	2.5	You make a powerful attack that can only be used on opponents with very low health.
	Block : Rank 2	25	Passive	62s 50c	—	—	Increases your Blocking Chance.
	Fighting Dirty	26	AOE	67s 60c	4.2	2.5	You make a cunning attack that catches your opponents off-guard. Your next area-of-effect attack will cause more damage. It can only be used on opponents with very low health.
	Accuracy: Rank 2	27	Passive	72s 90c	—	—	Increases your Accuracy.
	Sprint	28	Defence	78s 40c	300	—	Your run speed is increased.
	Parry: Rank 3	29	Passive	84s 10c	—	—	Increases your Parry Chance.
	Dire Need	30	Defence	90s	1800	—	Half of your Power is transferred to Morale.
	Evade: Rank 3	31	Passive	96s 10c	—	—	Increases your Evade Chance.
	Clobber	32	Single	102s 40c	3	2.5	You make a swift melee attack, which interrupts any time-delayed actions your opponent is attempting.
	Block : Rank 3	33	Passive	108s 90c	—	—	Increases your Blocking Chance.
	Sound the Attack	34	AOE	115s 60c	20	—	You make a full area-of-effect attack, which stuns your opponents.
	Hamstring	36	Single	129s 60c	4.2	2.5	You make an attack which snares your opponent.
	Block : Rank 4	37	Passive	136s 90c	—	—	Increases your Blocking Chance.
	Hedge	38	Defence	144s 40c	—	2.5	You make a melee attack that dissuades your target from continuing to attack you. The target will only stop attacking you if there is another more threatening target nearby.
	Accuracy: Rank 3	39	Passive	152s 10c	—	—	Increases your Accuracy.
	Boast	40	Skills	160s	30	—	Tales of your heroic acts draw cheers from the crowd.

Champion

CHAMPION SKILLS

	Skill Name	Level Awarded	Type	Training Cost	Recovery Time (Seconds)	Range	Description
	Parry: Rank 4	41	Passive	168s 10c	—	—	Increases your Parry Chance.
	Evade: Rank 4	43	Passive	184s 90c	—	—	Increases your Evade Chance.
	Accuracy: Rank 4	45	Passive	202s 50c	—	—	Increases your Accuracy.

VENUSADA (LEVEL 30)

STATS

Morale: 1,529 Agility: 76 Fate: 78
 Power: 923 Vitality: 60
 Might: 89 Will: 40

KEY MAGIC ITEMS

Leather Gloves (Armour value 67, +4 Agility)
 One-Handed Axe (13.1 DPS, Off-hand, +4 Vitality)
 Scale Leggings (Armour value 156, Adds 19 to Max Power)
 Silver Locket (+12 Fate)
 Ruby Ring (+4 Might)
 Star Earring (+12 Fate)

CLASS TRAITS

Deadly Strikes Vicious Strikes
 Swift to Anger

KEY SKILLS

Blade Wall Blade Storm
 Swift Strike Bracing Attack
 Wild Attack Cleave
 Savage Strikes Relentless Strike
 Fervour Shoot
 Brutal Strikes Sprint
 Exchange of Blows



Champion Traits



Go adventuring if you want to train up your class traits.

Your Champion traits will seriously increase your damage output in combat. If you thought you were a fine combat artist before, wait till you can slot some of these power-houses. Class traits such as Swift to Anger, Vicious Strikes, and Deadly Strikes are must-haves. Expect your damage to skyrocket with these. Eye of the Storm is another useful trait and comes in handy on your area-of-effect skills. Heavy Shield-Use, which you receive in your Champion Level 30 quest, is essential if you plan on using a shield. Heavy shields offer the best defence in the game and, coupled with your high armoured breast-plate, protect against all kinds of damage.

CHAMPION CLASS TRAITS

Name	Level Acquired	Condition of Granting	Effect #1	Effect #2	Effect #3	Effect #4
Call of the Wild	1	Land Wild Attack 1250 times	Vitality +10	Threat +50	—	—
Blood-Lust	1	Critical Hit with Wild Attack 50 times	Max Morale +25	Fervour Damage +1%	Fervour +1 on a Critical Hit	—
Patience	1	Land Exchange of Blows 500 times	Vitality +10	Threat +10	—	—
At the Ready	1	Block 1000 times	Vitality +10	Block Chance +2%	—	—



CHAMPION CLASS TRAITS						
Name	Level Acquired	Condition of Granting	Effect #1	Effect #2	Effect #3	Effect #4
Stalwart Blade	1	Land Blade Wall 500 times	AOE Damage +2%	Fervour Damage +1%	Fervour +1 on Hit	—
Swift to Anger	1	Land Swift Strike 1000 times	Might +10	—	Fervour +1 on Hit	—
Deadly Strikes	2	Land Savage Strikes 500 times	—	Fervour Damage +1%	Critical Hit Damage +25%	Only Affects Wild Attack, Savage Strikes, Brutal Strikes
Flurry of Blows	4	Use Flurry 750 times	Might +10	—	Fervour +1 on Critical Hit	—
Deep Strikes	6	Land Brutal Strikes 1000 times	—	Fervour Damage +1%	Additional Bleeding	Only Affects Critical Hits for Wild Attack, Savage Strikes, Brutal Strikes
Winds of the Storm	10	Land Blade Storm 350 times	AOE Damage +2%	Blade Storm Targets Affected +5	—	—
Eye of the Storm	10	Critical Hit with Blade Storm 50 times	AOE Damage +2%	Blade Storm Fervour Cost -1 (Costs 3)	—	—
Fervent Rage	12	Use Battle-Frenzy 450 times	Might +10	Fervour +2 (Full, +5)	—	Only Affects Battle-Frenzy
Braced Against Defeat	14	Land Bracing Attack 400 times	AOE Damage +2%	Increased Healing on Use	—	—
Vicious Strikes	15	Quest	—	Fervour Damage +1%	Critical Hit Chance +4%	Only Affects Wild Attack, Savage Strikes, Brutal Strikes
Heavy Shield Use	30	Quest	Vitality +10	Heavy Shield Use	Fervour Penalties Lessened	—
Time of Need	30	Use Dire Need 150 times	Might +10	Fervour +5 on Use (Full)	Skill Reset Time -300 seconds	Only Affects Dire Need

IDEAL VOCATION

Hunting around all the professions, a Champion will likely decide on the Armsman. You can have fun with any of the crafts; however, Armsman provides you with weapon-smith, prospector, and woodworker. Naturally, the weapon-smith is a good fit—you can make many weapons, and the one thing a Champion always needs is a deadly weapon. Prospector fuels your weaponsmith trade and can also double as a money-making skill. Keep the good ore for yourself and sell off the rest at the local auction house. Woodworker is more for fun, though it allows you to create bows and spears. All three crafts will keep your hands busy, and you'll never be bored when not adventuring.



Bree has some of the finest craftsmen in the business.

Combat and Level Guide

When you wade into battle, you should always think about Fervour. How much will you need? How fast can you get it? What should you spend it on? The Fervour skill is your friend. Quick kills mean less damage against you. Fervour works best in one-on-one situations. Your single attacks cause more damage than your area-of-effect skills, unless you are fighting three or more foes



In the swamp, it's best to prod the grass before presenting yourself as a juicy target.

at once. Fervour prevents you from parrying, blocking, or evading, so be careful using it when fighting several foes at once, as you will not be able to mitigate their attacks.

Playing in a fellowship is slightly different. If there is a Guardian in the fellowship, then he becomes the lead attacker, the one who you want to take the damage. If there is no Guardian, then the Champion takes the Guardian's place. The Champion can deal a lot of damage but cannot take the damage as well as the Guardian.

Taking the lead in a fellowship is much like fighting alone. First, use the skills that build Fervour, then hit with a more damaging skill that uses Fervour. If you are the fellowship's tank, try and keep the Aggro by striking with your big damage attacks or by hitting quickly with many smaller attacks. If you lose Aggro, Champion's Challenge can bring the Aggro back to you.

In fellowship play, your most frequently used buff is Battle Frenzy (immediately increases Fervour by 3). The most frequent cry is Champion's Challenge (forces your enemy to face you and attack). Two skills that help raise your Fervour are Wild Attack (early levels), then Battle Frenzy (after Level 12).

Before jumping into our combat lessons, here's a quick note about your swing timer: if you do not have a skill queued, you will perform a normal attack. If a skill is queued, then the skill happens instead of a normal attack. The best time to swing is in the middle of the normal attack animation. It decreases the attack time and increases your damage during that time frame. It is much easier to hit the timer correctly when using two-handed weapons because of their slower timers. Now, let's break out the weapons....

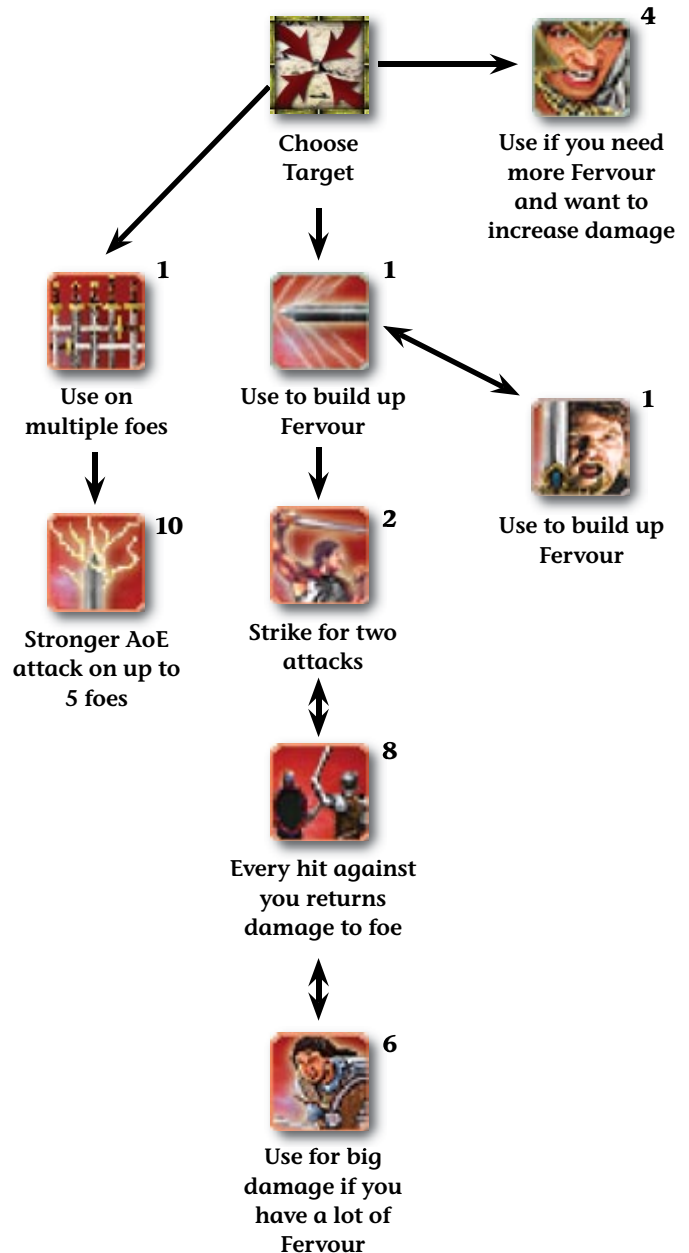


Combat in the Old Forest is fierce and strikes from unexpected places.

Level 1

At this level, use dual-wielding. Low-level Champions have the use of one-handed weapons but no shields, so make use of both hands at this time. Speed is also important when choosing weapons. The game will indicate in the weapon's description a weapon's damage per second (DPS). Choose the weapon with the most DPS. Use Wild Attack as your damaging skill—it has a relatively low Power cost compared to its quick recovery time. Comparatively, Swift Strike uses too much Power, and a Champion will run out quickly. However, you will want to use Swift Strike occasionally to work toward the Swift to Anger class trait.

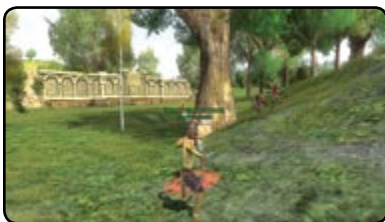
Beginner Combat Chart: Champion





Levels 2–3

At Level 2, you must train for a new skill called Savage Strikes. Savage Strikes requires 3 Fervour for each use. Therefore, in order to build Fervour, use Wild Attack a couple times, then hit with Savage Strikes. Keep repeating until you defeat the foe.



Brigands outside the walls of Bree

Levels 4–5

At Level 4, purchase your training for the Flurry and the Fervour skills. Fervour is the Champion's class-defining skill and is toggle skill. While toggled, it increases your Power generation and gives you Fervour generation when in battle. Flurry increases your attack speed, but requires 2 Fervour. Consider using the extra Fervour for Savage Strikes when possible; however, there will be situations where you must speed up your attacks, such as when you're low on Morale with another mob approaching and you need to down your foe immediately. At Level 5, check out the local vendor for better armour and weapons.

Levels 6–7

Train in Brutal Strikes at Level 6. It's another awesome skill that a Champion will use for a long time. Brutal Strikes does use 4 Fervour. As discussed, to build Fervour, toggle on the Fervour skill during each fight, and then hit with Wild Attack often. At 4 Fervour points, launch your Brutal Strikes attack. Keep repeating until you slay the foe.

Levels 8–9

At Level 8, train Exchange of Blows, which can be useful when you are battling more than one foe. Still, if you are fighting more than one foe, save your Fervour for Brutal Strikes. If you are fighting one foe, then use the same tactics listed for Levels 6–7.



Even the dead feel the lash of your steel.

Levels 10–11

Level 10 is exciting; you get to train in your first true area-of-effect (AoE) attack: Blade Storm. You also can equip two-handed weapons and spears. Is it better to use two weapons and dual-wield or to use one two-handed weapon? Usually by this level you are getting drops, so consider choosing the better weapon. When in doubt, go with whichever is more comfortable to you and remember that a Champion can switch between dual-wielding and two-handed weapons with no penalty.

Blade Storm damages up to five monsters in a limited radius. When battling several foes at once, use Wild Attack to build enough Fervour to fire off the Blade Storm. As for one-on-one attacks, go back to the tactics listed in Levels 6–7.

Levels 12–13

Train in Battle Frenzy at Level 12. Battle Frenzy adds 3 Fervour and is a very useful skill. Recovery time is 60 seconds. Keep using Brutal Strikes, Wild Attack, and Battle Frenzy when attacking one monster. Rely on Blade Storm, Wild Attack, and Battle Frenzy when fighting more than one foe. For a fully charged attack, try Battle Frenzy, Fervour, Wild Attack and Exchange of Blows. You'll be loaded with Fervour and powered up to return a portion of the blows back on the enemy.

Levels 14–15

At Level 14, you get to train Bracing Attack. It restores your Morale on a successful hit (your only quasi-heal skill) and is best used as a last hit against a single enemy, reducing the Champion's rest period. This skill is also useful when facing multiple foes, giving you more time to kill them. At these levels, keep using Wild Attacks, toggle Fervour, and swing with Brutal Strikes as often as possible. When fighting multiples, use Bracing Attack, Battle Frenzy, Wild Attacks, and Blade Storm.

At Level 15, you also gain the ability to use shields. Use two-handed weapons or dual-wielding for a faster kill. At Level 15, it is now time to go on your first Champion quest. Visit the Champion trainer to receive the quest.



Creatures great and small will be felled by your prowess.

Levels 16–17

At Level 16, you get to train in Cleave, which is a full AoE attack. Follow the attack sequence from the previous levels, and add in Cleave when fighting a group of nasty creatures.

Levels 18–19

At Level 18, you learn the new skill Sudden Defence. Hopefully you won't need to use this skill much. Generally, you play "defence" by killing your foe quickly; in an emergency, if you don't think you can out-damage your foe, you may want to use Sudden Defence to increase your evade and parry chances (don't have Fervour toggled on). As for battle tactics, keep using the tactics listed in Levels 14–15.

Levels 20–21

At Level 20, you now have the ability to wear heavy armour, so visit the shops and upgrade your armour if needed. You also can train in the Shoot skill, which enables you to battle at range. Buy a ranged weapon if you have not found a good one yet. The Shoot skill is useful for ranged pulls. It's a little bit safer, but also allows you to generate Fervour while the mob runs to you.

Levels 22–27

Time to train in Champion Challenge at Level 22. Keep using the same tactics as earlier, except use Shoot to do range pulls. Train in Hamstring at Level 24 and Hedge at Level 26.

Levels 28–30

Sprint can be trained at Level 28 and is very useful when running from foes. Train in Dire Need at Level 30. At Level 30, visit your Champion trainer for your next Champion quest.

Levels 31–34

At Level 31, keep using the preceding fighting methods. At Level 32, train in the Clobber skill. Use this skill when battling any spellcasters; a successful hit interrupts an opponent while they're casting a spell. At Level 34, Sound the Attack is a huge attack for you—it smacks the primary target with main-hand weapon +16 Damage and stuns all enemies in the attack radius.

Levels 35+

At this point, you should be a fighting machine. With all the tricks you know, the only complaints you should be getting are from your fellowship members who want you to quit shredding through the monsters so quickly.

VENUSADA (LEVEL 50)

STATS

Morale: 2,414	Agility: 108	Fate: 95
Power: 1,428	Vitality: 89	
Might: 127	Will: 59	

KEY MAGIC ITEMS

Breastplate of the Nimrodel (Armour Value 390, +7 Might, reduces some incoming Common Damage 75% of the time)

Death's Edge (33 DPS Two-Handed Axe, subtracts 55 from Armour Value)

Gauntlets of Barahir (Armour Value 145, +20 Might, adds .9 to Morale Regeneration in combat)

Gollos (+20 Vitality, +7 Might)

Helm of Thranduil (Armour Value 117, adds 50 to Max Morale, +20 Vitality)

Worm-Skin (Armour Value 242, adds

51 to Max Power, +7 Might)

CLASS TRAITS

Deadly Strikes

Heavy Shield-Use

KEY SKILLS

Blade Wall

Swift Strike

Wild Attack

Savage Strikes

Fervour

Brutal Strikes

Exchange of Blows

Patience

Swift to Anger

Vicious Strikes

Bracing Attack

Cleave

Relentless Strike

Shoot

Sprint

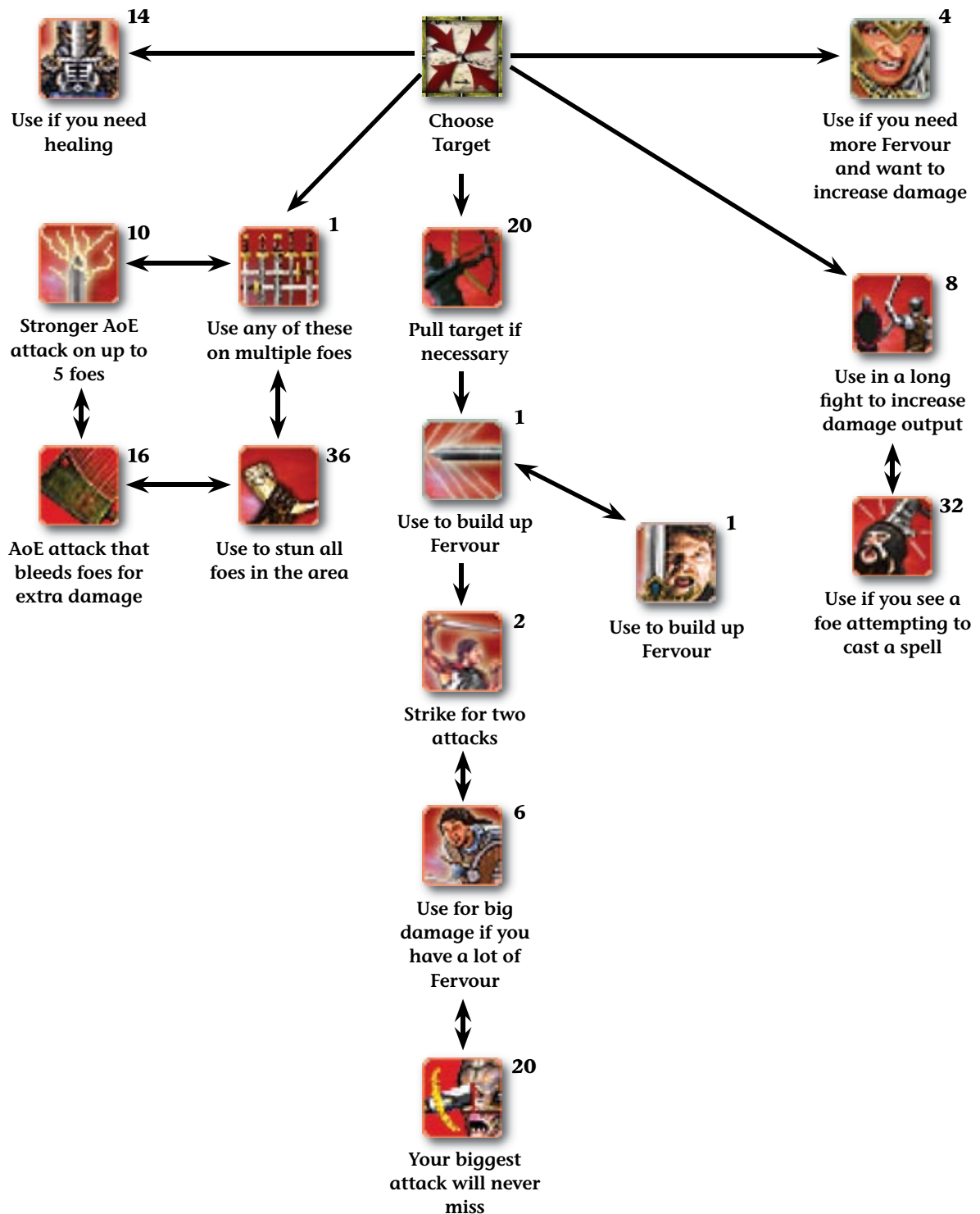
Clobber

Sound the Attack

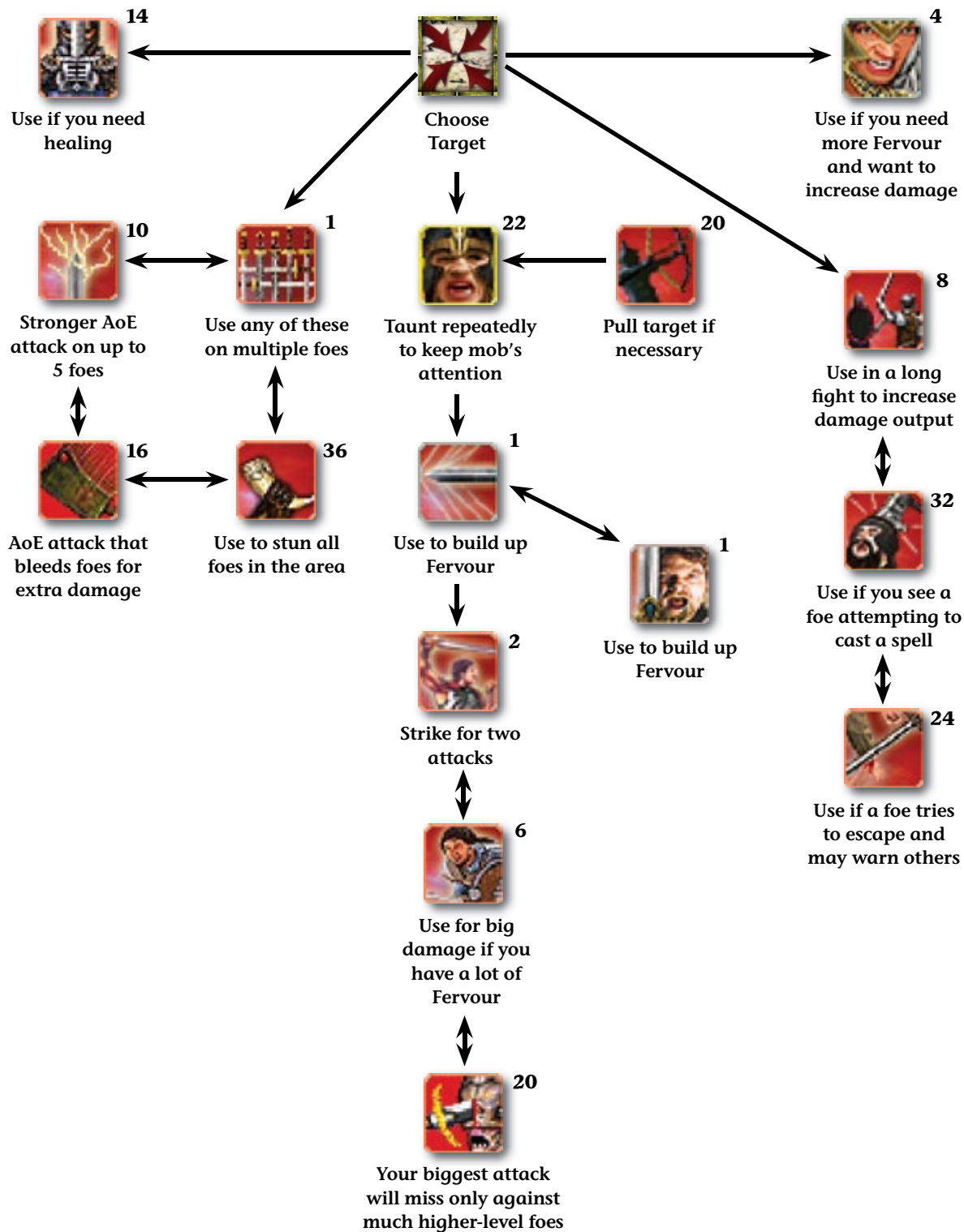




Advanced Combat Chart: Champion



Fellowship Combat Chart: Champion





Class Quests

With some combat kills and narrow escapes under your belt, a young Champion at Level 15 will be ready to set out on his first class quest. Though more difficult than a standard quest, the class quest offers greater rewards. Do this as soon as you can to gain the rewards and class trait upon completion.

A Blade of Renown (Level 15)

Find Ultan Foebane to the right outside the Combe Gate to the east. He gives you tips for your battles ahead.



Ultan Foebane's location

Zhurpukh of the Deeps: Zhurpukh of the Deeps is in the far east section of the marshes, running around like crazy by the goblin camps. He is usually right on the slope area, but not at the tops of hills near the marsh. His general location is marked on this map.



Zhurpukh's location

Fair Sherman: Fair Sherman can be found inside the tower on your left, if you are looking at the ruins of South-guard. You will have to go up the grassy slope to the left. You do not have to go inside the ruins at all. Here's his location.



Fair Sherman's hideout

Morley the Fierce: Morley the Fierce can be found at the Old Greenway Fort, which is north of Bree. He is crouching behind the wall. Look for him here.

After you vanquish all the foes, return to Ultan Foebane by the Combe gate on the



Morley the Fierce's position

East side of Bree. As Foebane says, he will "give you some measure of instruction in the fighting arts, the better to improve the strikes you make at your enemies." And indeed he does! You gain 1 silver, 80 copper, a one-handed axe (8.8 DPS, Hit-chance slightly decreased, +4 Might, +4 Vitality, small chance of lowering the target's armour), 3 Essences of Athelas, and your class trait: Vicious Strikes. Learn this trait as soon as you can at your local bard. It adds 4 percent to critical damage modifiers for all strike skills, plus it adds 1 percent to the Fervour damage bonus.

A Champion's Courage (Level 30)

Time to visit your Champion trainer for another great quest. Head out to Ost Guruth, the last hold of civilization as you journey east toward the Trollshaws (near the middle of the Lone-lands map). Slade Ransford tells you, "A band of Orcs has come to the ruins of Ost Cynr, not far from here, and I know that together we can drive them out. These lands may be wilderness, but every yard of land we allow the Orcs to take brings them one yard closer to Bree-town, and the lands of good folk!"

"The leader of these Orcs has the vile name Mosal-ruk, and he, like others of his kind, will not resist a challenge issued from a true Champion. Let us journey together to Ost Cynr, defeat Mosal-ruk's war-band, and put an end to his designs on the Lone-lands."

Talk to Slade to begin the quest, which is solo only—you can't bring a fellowship with you. After the first rest, Slade runs across a broken bridge. If you can make the jump to the other side, you have an easier time of it; otherwise, you land beneath the gap and need to run around and up the stairs to catch up with Slade, fighting more enemies along the way. After you trounce Mosal-ruk, Slade Ransford gives you the following rewards: 17 silver, 85 copper, 3 Greater Celebrant Salves and you can choose between a Two-Handed Hammer (18.5 DPS, +16 Might, 22.0 Power, small chance to stun opponents) or a Heavy Shield (385 armour, -2 Evade, -10% Ranged Vulnerability, +1.0% Block Chance, -3.0% Melee Vulnerability), and the class trait Heavy Shield-Use. For those inclined to play a little defence, you can now block with the best shields you can land your hands on.

Articles of Valour & Implements of Daring (Level 45)

Another set of class quests becomes available at Level 45; by completing these quests, you gain access to a weapon and a piece of armour or a trinket custom-made for Champions. Speaking to your class trainer at Level 45 will start you on the path for these quests. When you complete each of these, you will then receive the quest "A Lesson from Gimli," which rewards you with another Legendary Champion Trait: Controlled Burn.

The Articles and Implements quests are long and involved quests with three waves of item collections. For the second and third waves, which send you into incredibly dangerous regions (including high-level dungeons), the items are not bound to you on acquisition, so you can buy and sell them at the Auction House.

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THE BOLDEST ROAD IS DISCIPLINE

Bestowed: Champion Class Trainers

Objective 1: Talk to Gwesgylriel in Lin Giliath, in Meluinen

ARTICLES OF VALOUR

Bestowed: Gwesgylriel

Objective 1: Collect Raillug's Frozen Hide (from Raillug in the Misty Mountains, northeast of the source of the Bruinen)

Collect Brimstone-tinged Tarkrip-boots (from Tarkrip goblins in Malenhad, in Angmar)

Objective 2: Bring the first set of components to Gwesgylriel

Objective 3: *Collect Mottled Spider-mandibles x20 (from Spiders in Angmar: in Gorohtlad and in Malenhad)

*Collect Bubbling Droplets x15 (from Brimstone-leeches in Malenhad, in Angmar)

Objective 4: Bring the second set of components to Gwesgylriel

Objective 5: *Collect Blood-stained Tally-stick (from Grishak-rum, Kughûrz, or Dafrim, orc bosses in Urugarth)

*Collect Insignia of Battle (from Sorkrank or Burzfil, uruk bosses in Urugarth)

Objective 6: Bring the final set of components to Gwesgylriel

IMPLEMENTS OF DARING

Bestowed: Gwesgylriel

Objective 1: Collect Notched Ongbûrz-swords x5 (from orcs in Fasach-falroid, in Angmar)

Collect Tramug's Hand-axe (from Tramug, in Malenhad, in Angmar)

Objective 2: Bring the first set of components to Gwesgylriel

Objective 3: *Collect Splintered Warg-claws x20 (from Wargs in Angmar: in Gorohtlad, Nan Gurth, and Urugarth)

*Collect Barbed Barghest-tails x20 (from Imlad Balchorth, in Angmar)

Objective 4: Bring the second set of components to Gwesgylriel

Objective 5: *Collect Flawless Scale of Lhugrien (from Lhugrien, the drake boss in Urugarth)

*Collect Sigil of War (from Gruglok, the boss at the arena in Urugarth)

Objective 6: Bring the final set of components to Gwesgylriel

*These items can be bought and sold on the Auction House.

When you complete both the Articles and Implements quests, the following quest becomes available:

A LESSON FROM GIMLI

Bestowed: Gwesgylriel

Objective 1: Talk to Gimli (at the outpost north of Rivendell, in the Misty Mountains)

Gimli rewards you with Controlled Burn, the fourth Legendary Champion Trait.

LEGENDARY TRAITS						
Name	Trait Effects	Quest Name	Quest Level Requirement	Quest Giver	Pages 1-4 Dropped from	Pages 5-8 Dropped from
Ferocious Strikes	3 Attacks: Main Damage: +27, +15, +15, Attack Never Misses except for Evade	The Tome of Swords	39	Gimli	Wights (Nan Tornaeth, Trollshaws)	Goblins (Misty Mountains)
Controlled Burn	Melee Offence +15%, Combat Power Regeneration +18.1, Fervour +1 per 5 seconds	—	39	—	—	—
Blade Explosion	Main Weapon +77 Damage, Attack Never Misses, Draws Attention	The Artisan Blade	39	Gimli	Worms (West Angmar)	Shades (East Angmar)
Fight On	Leech Health from Enemy	The Joy of Battle	39	Gimli	Worms (West Angmar)	Shades (East Angmar)



Guardian

By JAYBEE OF ROHAN

It is good to have you with me today, young Guardian! It looks to be a fine day to ride horseback across the plains of Lone-lands. We are on a simple patrol today, so it's not likely we'll come across any orcs. They've been increasingly common around these parts. Some riders say something is watching from the east, and I'm inclined to agree with them.

Ha-ha! Is that gleam in your eyes that of fear? Did you bring your sword and shield? Good! No Guardian should be without either, and with any kind of luck, you can wet your blade for the first time today, perhaps in the belly of an orc scout. Ha-ha! There's that look again!

I am Jaybee of Rohan. As I said, it is good to ride with you! I am a Guardian. We are rare amongst the riders of Rohan. Here, take this manual; it'll be good reading as we lead our horses about the plains. We'll break at noon for a meal. Go ahead, I'll keep an eye out—read what's upon those pages. It is good advice, passed down from Guardian to Guardian, and will see you through many a skirmish or battle.



A Guardian usually draws the attention of the mob.

What Is a Guardian?

This is the “tank” class of Lord of the Rings Online. Though there are many fighter types in the world, you are the main tank, the one who can withstand the most damage in the face of the growling and foaming-at-the-mouth enemy. You have the ability to wear heavy armour and use shields, along with most one-handed or two-handed weapons. A tough fighter and protector of the weak, a skilled Guardian can face even the toughest foes and survive. The Guardian is one of the few classes willing and able to try to draw more blows onto themselves so they can retaliate with devastating maneuvers.

WHY THIS CLASS IS FOR YOU

Guardian is the class for players who enjoy drawing the ire of their foes in combat and taking advantage of their missteps. If you enjoy hold-



Adventuring out in Bree-fields

ing a monster's attention so that your fellow companions can do their own tricks—or survive—then bulk up and join the toughest fighters in the game. Masters of the defensive arts, Guardians use taxing attacks and irksome taunts to draw and hold opponents' focus, relying on their shield and weapon to turn aside incoming attacks with blocks and parries. A Guardian's combat style depends on creating openings during an opponent's attack to provide the opportunity for their own counterattack.

Strengths and Weaknesses

What's the advantage of wielding a shield and sword as a Guardian? Well, you can tackle any single foe in the land that is your level or one to two levels higher. Once you achieve heavy armour, you can take on multiple foes below your level but still must be careful attacking several enemies at your level or higher.

As a Guardian, you must choose your fights carefully at higher levels; some foes wait in packs to attack, and this could prove deadly. Guardians must watch their Power carefully; without Power, a Guardian is weak and will soon fall in battle.

In fellowships, a Guardian's role is to grab Aggro from all foes immediately. This allows the rest of your fellowship to rain attacks on the mob without fear of dying. Using the special attacks in a Guardian's arsenal, you can keep Aggro even while your friends are attacking the mob. Once a Guardian has heavy armour, it is easy for you to take the punches for your group and live to tell the tale.



You'll want healers in your party to remove nasty wounds when the monsters inflict them.

Guardian Pros and Cons

Strengths

- **Great solo character, if a bit on the slow side**
- **High Morale**
- **Able to use all weapons and shields**
- **Heavy armour at Level 15**

Weaknesses

- **No ranged attacks until Level 30**
- **Power must be conserved (usually have low reserves)**
- **Low damage per second**
- **High repair costs**

Choosing a Race

Any race can join the Guardian corps. Whether stout Dwarf or nimble Elf, the Guardian performs his duties just the same—engage the enemy first, hold their attention, and keep them off fellow companions and any innocent bystanders. But which race protects the best?

A starting Man Guardian will have great damage with 29 Might and will regenerate Power and Morale quickly while in combat; however, Man's low Will means his overall Power will be lower than the other three races.

Hobbit Guardians have a huge advantage in Vitality, which increases their Morale. They will need it. With much lower Might, their damage output will be lower. They also have average Agility, Will, and Fate.

Dwarf Guardians will also generate good damage with their Might, equal to that of Man. They also excel in Vitality, so they will have higher Morale. However, they have the lowest Fate, which makes them slower in combat regeneration.

Elf Guardians have a mediocre Might rating but the highest Agility of the four races. This means they will evade and parry more often, which increases their chances of using their skills. A high Agility rating also reduces the chance that their sword thrusts will miss the enemy. They have the lowest Fate score, which makes them slower in combat regeneration.

Any race will thrive as a Guardian if you put forth the effort. Your play style will determine any extra advantage you will have at low levels. Dwarves suck up damage for those who like to stand in the middle of a battle and take a real pounding. Man performs his melee feats well but must watch his Power, so if you like to fire off a lot of abilities, you will have to conserve you energy. The Elf's Agility triggers a lot of your Guardian's skills when you parry and seems to fit with a more defensive-minded Guardian. Hobbits could prove a challenge; although they start with a lot of Morale, their damage output is very low due to an initially poor Might score.

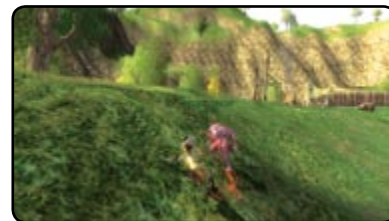
Your Best Stats

Only the mighty shall triumph against the Shadow. Naturally, then, you should choose Might above all else with your Guardian. The only exception would be if you want to build a Guardian around your parrying ability, in which case you would emphasize Agility. When you want to excel in blocking, dealing damage, and reducing incoming melee damage, you want as much Might as possible.

Vitality should be high on your list, too. The more Morale you enter combat with, the longer you will last and serve your fellow companions, or simply outlast your solo foe. It also helps to reduce damage against non-weapon sources and to improve your out-of-combat Morale Regeneration. Less downtime means you're back in action quickly.

Fate can help in long fights. It aids in your combat regeneration of Morale and Power. If you do a lot of fellowship quests with elites and big bosses, consider loading up on Fate when you get a chance.

You don't want to have zero Will, since your Power draws upon this stat; however, Will is not essential. As long as you have enough to enact your combat maneuvers, you're fine. If not, try to find some items that increase one of your main stats, along with Will.



Might gives you more muscle for more offence and better defence.

STARTING GUARDIAN CHARACTERISTICS

Stats	Man	Elf	Dwarf	Hobbit
Might	29	14	29	6
Agility	10	25	2	10
Vitality	14	14	24	29
Will	3	11	11	11
Fate	23	1	1	8
Morale	142	123	174	187
Power	119	143	143	143
Critical Hit Chance	1.8%	2.7%	0.9%	1.8%

Gearing Up

Guardians have access to the highest-quality armour and weapons. In your early levels (up to 14), you can wear only light and medium armour and can use medium shields. Once you hit Level 15, you should switch immediately to heavy armour and heavy shields.



On the offensive side, you may wield the one-handed and two-handed versions of axes, clubs, maces, swords, and hammers. Toss in spears and ranged weapons such as bows, crossbows, and thrown knives or axes, and the Guardian has an arsenal envious of all save those who have access to the vaults at Minas Tirith.

You may be tempted to carry a high-DPS two-handed weapon, but think again—always carry a shield! Even though you have the ability to use two-handed weapons, most of your Aggro abilities only work with a shield equipped. For example, Shield Bash, a staple in the Guardian arsenal, will only work with an active shield. Also, a shield carries a high armour rating, enabling a tank Guardian to withstand more blows. A two-handed weapon might be okay on a Guardian who is merely a DPS tank—it would depend on the weapon's stats and your play style. You might want to inventory a major two-handed weapon and a one-hander with a shield, and switch them midfight depending on the circumstances.



Gear up before taking to the wilderness.

JAYBEE OF ROHAN (LEVEL 15)

STATS

Morale: 848 Agility: 18 Fate: 14
Power: 537 Vitality: 57
Might: 64 Will: 31

KEY MAGIC ITEMS

Cloak (Armour value 27, Adds 9 to Max Morale)

Copper Armband of Stamina (+.8 Power Regeneration in combat)

Crystal Earring (+3 Vitality)

CLASS TRAIT

Defensive Expertise

KEY SKILLS

Guardian's Ward	Retaliation
Shield Blow	Bash
Sweeping Cut	Overwhelm
Shield Swipe	Whirling Retaliation



Your Skills

Guardian combat in Lord of the Rings Online is a series of single attacks that can lead to a string of attacks. There are two sets of skills—block skills and parry skills—that you will have to concentrate on; most of your other skills revolve around one of these skill sets. The block and parry skill trees contain higher-level skills that you can use only after these base abilities are triggered. A successful block activates one skill, and then successful use of that skill opens up three other skills. The same goes for parry.

A sample combat maneuver based off blocking would look like this: successful block, Shield Swipe, then Shield Taunt, or Shield Bash. A sample combat maneuver based off parrying would look like this: successful parry, Retaliation, then Whirling Retaliation, Thrust, or Overwhelm.



Blocking sets up all sorts of skills.

Also, as your Guardian levels up, the damage you do with these skills increases, as does the Power it takes to use them. For example, at Level 1, Guardian's Ward costs Power and does +1 Damage (also adding 4 percent to your block/parry skills). At Level 16, it costs 14 Power and does +3 Damage, still adding 4 percent to your block/parry skills.

BLOCKING VS. PARRYING

A Guardian has two primary forms of damage that stem from his innate abilities—blocking or parrying. Blocking an attack from a mob opens up

one chain of skills; parrying incoming attacks opens up another chain of skills. Both are useful, but your role in the group determines which is better.

Blocking uses the Guardian's shield to mitigate damage from the mob. This skill opens up the Taunt ability chain that allows the Guardian to tank a mob more effectively. There are self-buffs that allow tanks to increase their block skill percentages.



Your parry skills open up offensive counterattacks.

BLOCKING VS. PARRYING (CONTINUED)

Parrying uses the Guardian's main-hand weapon to mitigate damage from the mob. This skill opens up some damage-dealing chains that allow the Guardian to inflict more damage on the mob. There are also self-buffs that allow the Guardian to increase his chance to parry.

You may toggle on only one buff at a time—either Guardian's Defence or Guardian's Parry. If you are the main tank in a group, use the Guardian's Defence so your Taunting abilities become active more often. If you are not the main tank, then you can go with Guardian's Parry. The parry chain can also open up Fellowship Maneuvers, which can deal a lot of damage. Using the Parry skill does not mean that you will not block incoming blows from a mob—you just won't block as often; if you need to tank a mob in order to get it off a healer or other DPS companion, you will still be able to do this.

To make things easier on your eyes, you can click "Combat Options" under your Options tab and hit "Enable Combat Response Indicator Particles." This will deliver a blue particle when you block and a green particle when you parry, and you won't have to strain to figure out which mode you're in.

Once you start climbing levels, your higher-level skills will enhance your low-level combat tricks and lend support with your fellowship skills. At Level 16, Catch a Breath is triggered by a successful block and enables you to regain Morale in the middle of combat. At Level 28, Thrill of Danger gives you back more Power, which increases with every enemy near you; this will be a life-saver in a long fight where you have to continue pushing your combat skills beyond their normal capacity. Shoot, your Level 30 skill, gives you access to ranged combat and will be your new tool for pulling enemies at a distance.





Higher-level skills such as Protection at Level 24 are aimed at fellowship play. Protection can be executed as a buff on a companion that increases evade, parry, and blocking by 2.5 percent. Challenge, your Level 26 taunt, goads the enemy into attacking you and allows your fellowship to continue fighting the beast without fear of a brutal counterattack. When you hit the 30s, you gain some serious skills, including Level 32's Stamp. This attack breaks an enemy's concentration; if you see a creature pausing to perform a special action, hit it with Stamp immediately and stop the danger before it even begins.

It takes time to get accustomed to your skills, but there are a wonderful number of options available to the Guardian. Pay attention to the ebb and flow of combat, and try out your skills at different moments during a fight. Eventually, using the skills will become natural, and you will react like a true protector would.



You will learn to react to the ebb and flow of combat.

GUARDIAN SKILLS

	Skill Name	Level Awarded	Type	Training Cost	Recovery Time (Seconds)	Range	Description
	Daggers	1	Passive	0	—	—	Allows the use of Daggers.
	Guardian's Ward	1	Attack	0	3	2.5	Your great skill enables you to strengthen your defences for a short time.
	Light Armour	1	Passive	0	—	—	Allows the use of Light Armour.
	Medium Armour	1	Passive	0	—	—	Allows the use of Medium Armour.



GUARDIAN SKILLS							
	Skill Name	Level Awarded	Type	Training Cost	Recovery Time (Seconds)	Range	Description
	One-Handed Axes	1	Passive	0	—	—	Allows the use of One-Handed Axes.
	One-Handed Clubs	1	Passive	0	—	—	Allows the use of One-Handed Clubs.
	One-Handed Hammers	1	Passive	0	—	—	Allows the use of One-Handed Hammers.
	One-Handed Maces	1	Passive	0	—	—	Allows the use of One-Handed Maces.
	One-Handed Swords	1	Passive	0	—	—	Allows the use of One-Handed Swords.
	Shield-blow	1	Aggro	0	3.5	2.5	You strike your opponent with your shield. This skill generates additional threat.
	Shields	1	Passive	0	—	—	Allows the use of Shields.
	Sting	1	Attack	0	6.2	2.5	A quick attack that will lightly wound your opponent.
	Sweeping Cut	2	Attack	20	9	—	Large sweeping strokes cut into all of your foes standing before you.
	Guardian's Defence	4	Survive	1s 60c	4.3	—	You focus your defences on blocking attacks.
	Shield-swipe	4	Shield	1s 60c	5	2.5	After successfully blocking an enemy's blow, you may attack with both your weapon and shield. This skill draws the enemy's attention to yourself.
	Horn Use	5	Passive	2s 50c	—	—	Allows the usage of Horns.
	Lute Use	5	Passive	2s 50c	—	—	Allows the usage of Lutes.
	Vexing Blow	6	Aggro	3s 60c	6.5	2.5	You are capable of drawing an enemy's attention to yourself with this attack.
	Block: Rank 1	7	Passive	4s 90c	—	—	Increases your Blocking Chance.
	Retaliation	8	Parry	6s 40c	5	2.5	You are skilled at swiftly retaliating after parrying an enemy's attack.
	Parry: Rank 1	9	Passive	8s 10c	—	—	Increases your Parry Chance.
	Bash	10	Shield	10s	5	2.5	After a successful Shield-swipe, you may bash him again with your shield, stunning him briefly. This skill draws the enemy's attention to yourself.
	Overwhelm	10	Parry	10s	5	2.5	You are able to make a powerful attack against an enemy who has suffered your Retaliation.
	Spear	10	Passive	10s	—	—	Allows the use of Spears.

GUARDIAN SKILLS

	Skill Name	Level Awarded	Type	Training Cost	Recovery Time (Seconds)	Range	Description
	Two-Handed Axes	10	Passive	10s	—	—	Allows the use of Two-Handed Axes.
	Two-Handed Clubs	10	Passive	10s	—	—	Allows the use of Two-Handed Clubs.
	Two-Handed Hammers	10	Passive	10s	—	—	Allows the use of Two-Handed Hammers.
	Two-Handed Swords	10	Passive	10s	—	—	Allows the use of Two-Handed Swords.
	Accuracy: Rank 1	11	Passive	12s 10c	—	—	Increases your Accuracy.
	Guardian's Parry	12	Survive	14s 40c	4.3	—	You focus your defences on parrying attacks.
	Critical: Rank 1	13	Passive	16s 90c	—	—	Increases your Critical Hit Chance.
	Whirling Retaliation	14	Parry	19s 60c	5	—	After successfully retaliating, you may make a whirling attack against all enemies in a circle around you.
	Heavy Armour	15	Passive	22s 50c	—	—	Allows the use of Heavy Armour.
	Heavy Shields	15	Passive	22s 50c	—	—	Allows the use of Heavy Shields.
	Catch a Breath	16	Shield	25s 60c	30	—	You catch your breath after blocking an enemy's attack, restoring Morale.
	Block: Rank 2	17	Passive	28s 90c	—	—	Increases your Blocking Chance.
	Thrust	18	Parry	32s 40c	5	2.5	Follow-up your Retaliation with a thrusting blow, which will open a bleeding wound.
	Evade: Rank 1	19	Passive	36s 10c	—	—	Increases your Evade Chance.
	Guardian's Pledge	20	Survive	40s	300	—	Your great skill enables you to strengthen your defences for a short time.
	Shield Spike Use	20	Passive	40s	—	—	Shield Spike Use.
	Parry: Rank 2	21	Passive	44s 10c	—	—	Increases your Parry Chance.
	Shield-taunt	22	Shield	48s 40c	10	—	Laugh at your enemies after bashing them with your Shield-swipe, taunting them. This skill draws the enemy's attention to yourself.
	Accuracy: Rank 2	23	Passive	52s 90c	—	—	Increases your Accuracy.
	Protection	24	Survive	57s 60c	10	25	When wielding a shield, you may protect one of your allies, improving his defence and allowing you to react to attacks made against him.



GUARDIAN SKILLS							
	Skill Name	Level Awarded	Type	Training Cost	Recovery Time (Seconds)	Range	Description
	Critical: Rank 2	25	Passive	62s 50c	—	—	Increases your Critical Hit Chance.
	Challenge	26	Aggro	67s 60c	45	—	You know how to goad your enemies into attacking you, leaving your allies free to maneuver.
	Thrill of Danger	28	Survive	78s 40c	420	—	The thrill of danger allows you to regain Power, increasing with every enemy near you.
	Accuracy: Rank 3	29	Passive	84s 10c	—	—	Increases your Accuracy.
	Bows	30	Passive	90s	—	—	Allows the use of Bows.
	Crossbows	30	Passive	90s	—	—	Allows the use of Crossbows.
	Shoot	30	Common	90s	9	30	You attack with your ranged weapon.
	Warrior's Heart	30	Survive	90s	300	—	You have the ability to improve your Morale for a time, even above its normal maximum.
	Evade: Rank 2	31	Passive	96s 10c	—	—	Increases your Evade Chance.
	Stamp	32	Attack	102s 40c	60	2.5	Your attack enables you to break your enemy's concentration, interrupting his actions.
	Parry: Rank 3	33	Passive	108s 90c	—	—	Increases your Parry Chance.
	Deep Breath	34	Survive	115s 60c	300	—	You are able to gather your wits and prepare your attacks more quickly than normal.
	Block : Rank 3	35	Passive	122s 50c	—	—	Increases your Blocking Chance.
	Turn the Tables	36	Survive	129s 60c	300	2.5	When dazed, stunned, knocked down, or knocked out you may turn the tables on your enemy, recovering from the effects and instilling them in your enemy.
	Guardian's Promise	38	Survive	144s 40c	15	—	You can create a whistle out of an acorn that will allow your fellows to call you to them when they are in need.
	Parry: Rank 4	39	Passive	152s 10c	—	—	Increases your Parry Chance.
	Accuracy: Rank 4	41	Passive	168s 10c	—	—	Increases your Accuracy.
	Block: Rank 4	43	Passive	184s 90c	—	—	Increases your Blocking Chance.

JAYBEE OF ROHAN (LEVEL 30)

STATS

Morale: 1,540	Might: 70	Vitality: 72	Fate: 52
Power: 920	Agility: 39	Will: 44	

KEY MAGIC ITEMS

Leather Gloves (Armour value 67, +4 Agility)
 Longsword (21.1 DPS, +6 Might, +6 Agility, +15 Damage to troll-kind)
 Scale Leggings (Armour value 156, Adds 19 to Max Power)
 Scaled Helmet (Armour value 63, +6 Agility, +6 Will)
 Shield (Armour value 570, +6 Fate, Adds 28 to Max Morale, Adds 2% to Block Chance)
 Silver Ring (+4 Will, +1.3 Morale Regeneration in non-combat)
 Woven Cloak (Armour value 91, +16 Might)

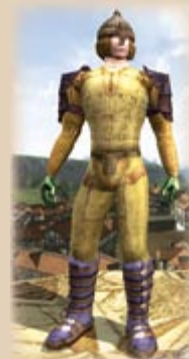
CLASS TRAITS

Defensive Expertise Stoic

Quickness

KEY SKILLS

Guardian's Ward	Whirling Retaliation
Shield Blow	Catch a Breath
Sweeping Cut	Thrust
Shield Swipe	Shield Taunt
Retaliation	Challenge
Bash	Warrior's Heart
Overwhelm	Shoot



Guardian Traits

Traits are used to augment your character in different ways. By the time you hit the Level 50 cap, you will have five class trait slots open in which you can place any of your class traits. You receive each trait by using your Guardian skills.



Traits can do anything from increasing your attack speed to mitigating damage.

Here are the top Guardian class traits to choose:

Defensive Expertise: A passive trait that once slotted is always on. It adds additional Threat to your attacks, 5 percent to your block skill, and 5 percent to damage mitigation. Anything that adds additional Threat is a wonderful trait due to the added bonus to fellowship play.

Guardian's Ward: Also passive. It increases your natural mitigation and adds additional Threat to all your attacks.

Quickness: This increases your Might by 10, which will increase the damage dealt with attacks and gives you a minus 5 percent to Attack Duration (increasing the time you have to use special abilities before they expire).

Reactive Block: Passive ability that serves damage to a mob every time you use it to block an attack. Also, it gives you +10 Might, increasing your damage output.

Stoic: Passive ability that adds +10 Vitality (increasing your Morale), +15 to Fate (allowing you to regenerate Power/Morale while in combat), and adds additional Threat to all special attacks.

To the Rescue: This adds 5 percent to run speed, which makes that jog from one quest to the other easier if you do not have a horse, but it also gives you another +10 Vitality (extra Morale is always needed).

Grim Challenge: This is an update to your Challenge area-effect Taunt skill. It lowers the cooldown on it, so you can use it more often, and it gives you another +10 Vitality.

Strong Lungs: This is an update to your Deep Breath ability, allowing you to use it more often and for a longer period of time, while also giving you a +10 boost to Might.

GUARDIAN CLASS TRAITS

Name	Level Acquired	Condition of Granting	Effect #1	Effect #2	Effect #3
Guardian's Ward	1	Land Guardian's Ward 1200 times	Threat Modifier +10	Increased Natural Damage Mitigation	—
Defensive Expertise	1	Land Shield-Blow 1500 times	Threat Modifier +10	Block Chance +3%	Common Mitigation +5%
Stinging Blow	1	Land Sting 750 times	Sting Reset Timer -3 secs	Might +10	Sting Damage Multiplier +10%



GUARDIAN CLASS TRAITS

Name	Level Acquired	Condition of Granting	Effect #1	Effect #2	Effect #3
Quickness	1	Land Sting 1500 times	Attack Duration -5%	Might +10	—
Reactive Block	4	Land Shield-Swipe 400 times	Successful Block Deals Damage to Attacker	Might +10	—
Harasser	6	Use Vexing Blow 800 times	Vitality +10	Vexing Blow Hits Up to 2 Targets	—
Deflected Blows	15	Quest	Successful Block Grants Some Power	Block Response Duration Modifier +3 secs	—
Controlled Breathing	16	Use Catch a Breath 250 times	Vitality +10	Heals Additional Morale and Power	—
To the Rescue	19	Use Evade successfully 1000 times	Vitality +10	Run Speed +5%	—
Stoic	20	Use Guardian's Pledge 200 times	Threat Modifier +10	Vitality +15	Fate +15
Selfless Defence	24	Use Protection 200 times	Threat Modifier +10	Skill makes fellow less threatening	—
Grim Challenge	26	Use Challenge 300 times	Vitality +10	Challenge Reset Timer -15 secs	—
Heat of Battle	28	Use Thrill of Danger 125 times	Thrill of Danger returns quicker	Retaliate Response Time +3 secs	—
Parried Blows	30	Quest	Successful Parry grants some Power	Parry Response Duration Modifier +3 secs	—
Brave Heart	30	Use Warrior's Heart 150 times	Warrior's Heart Reset Timer -90 secs	Shield Swipe Response Time +3 secs	—
Strong Lungs	34	Use Deep Breath 100 times	Deep Breath Reset Timer -150 secs	Might +10	Deep Breath lasts longer

IDEAL VOCATION

Any of the vocations could benefit a Guardian, but the one that feels most beneficial is Yeoman, with its farming/cooking combination. A cook can make food that gives buffs to Vitality, Agility, and Might—all of which are super important to a healthy Guardian. A farmer can gather the raw goods for cooking. If you don't have the time to develop your farming skills, it does not take much effort to cook if you spend coins. Just buy all the ingredients at the local grocer, and, as an added bonus, you can purchase all your cooking recipes, too. It's cheaper to farm ingredients, but it takes more time, too.

You can't go wrong with the Armourer profession either. The ability to create quality armour will supplement the magic items you find out in the field and ensure that you always have a strong defence.



Farm the land for raw materials and develop your cooking skills.

Combat and Leveling Guide

Your fellows may nickname you "the tank" as you wade into monster hordes, but what is your chief responsibility? As a tank, you are able to fight a mob and keep the mob Aggroed on you while the other players in your party deal damage, heal, or perform other actions.

Tanks can take damage and survive longer than other characters because they have higher Morale and a higher armour rating. Using your specialized attacks designed to create a high "threat" level,



Your heavier armour will give you a shot at taking on tough creatures.

you should be able to keep the mob or mobs Aggroed only on yourself. Even though other characters (i.e., Hunters and Lore-masters) will output more damage to the mob, the mob will be more threatened by you because of these specialized threat skills and will continue to concentrate the brunt of the attack against you.

Taunting the mob increases the mob's hatred for your character and generates Threat. There are special skills that a Guardian receives at specific levels that allow him to taunt. All of these skills are associated with a shield; therefore, a Guardian must have a shield equipped to be able to taunt. However, taunting is only important in a fellowship, so a Guardian can feel free to disregard a shield when soloing. Here are your prominent Taunt skills:

Shield Blow: Single-target taunt (received at Level 1).

Shield Swipe: Single-target taunt (received at Level 4).

Vexing Blow: Single-target taunt (received at Level 6).

Bash: Single-target taunt (received at Level 10).

Shield Taunt: Five-target taunt (received at Level 22).

Challenge: Multi-target taunt (received at Level 26).

A Guardian's role in a group will almost always be that of tanking the mobs, keeping his party from taking damage and allowing them to deal out DPS (damage per second) to kill the mob faster. In order for this to happen, you should use the Threat-generating abilities in your arsenal. Every time the cooldown is up on a specific skill, use it again! Never stop taunting the mob. A Guardian does not have high DPS and will never be able to out-damage a Hunter or a Champion. If a Guardian relaxes on taunting, the mob will eventually turn to one of the DPS fellows and defeat them, or



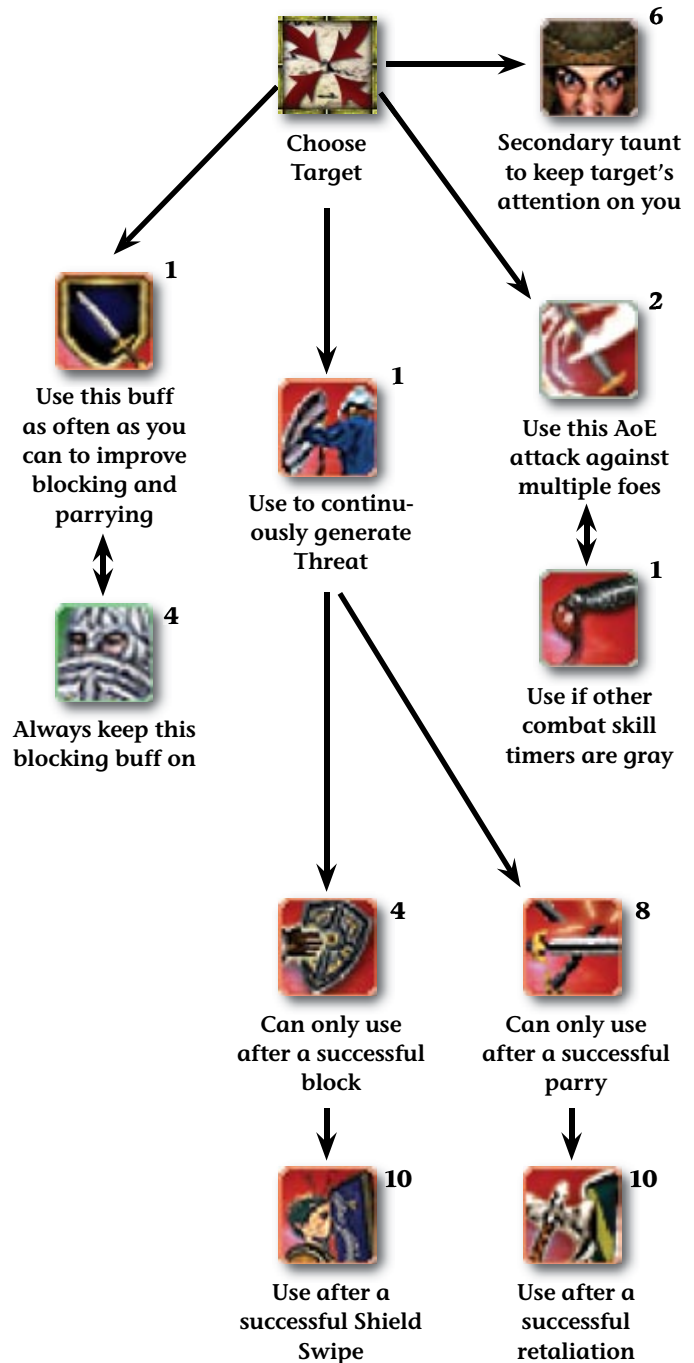
Use your Threat-generating attacks to keep the mob's hate on you in a fellowship.



A nimble slice keeps a barghest at bay.

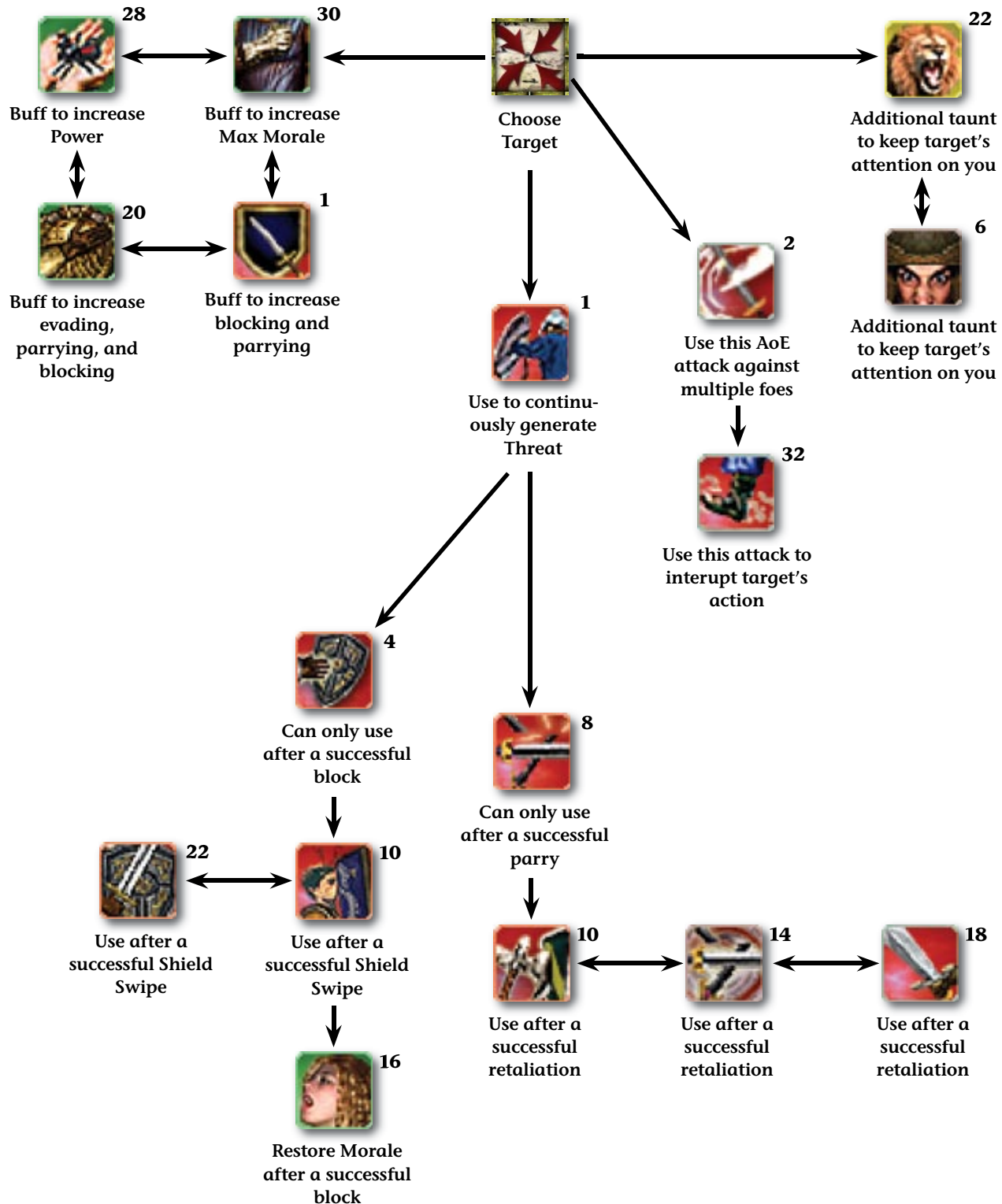
the mob will turn to the healer, who is keeping everyone alive. If this happens, then your party is almost sure to lose the fight. To avoid that, try to follow the basic guidelines outlined in the following sections as you level.

Beginner Combat Chart: Guardian

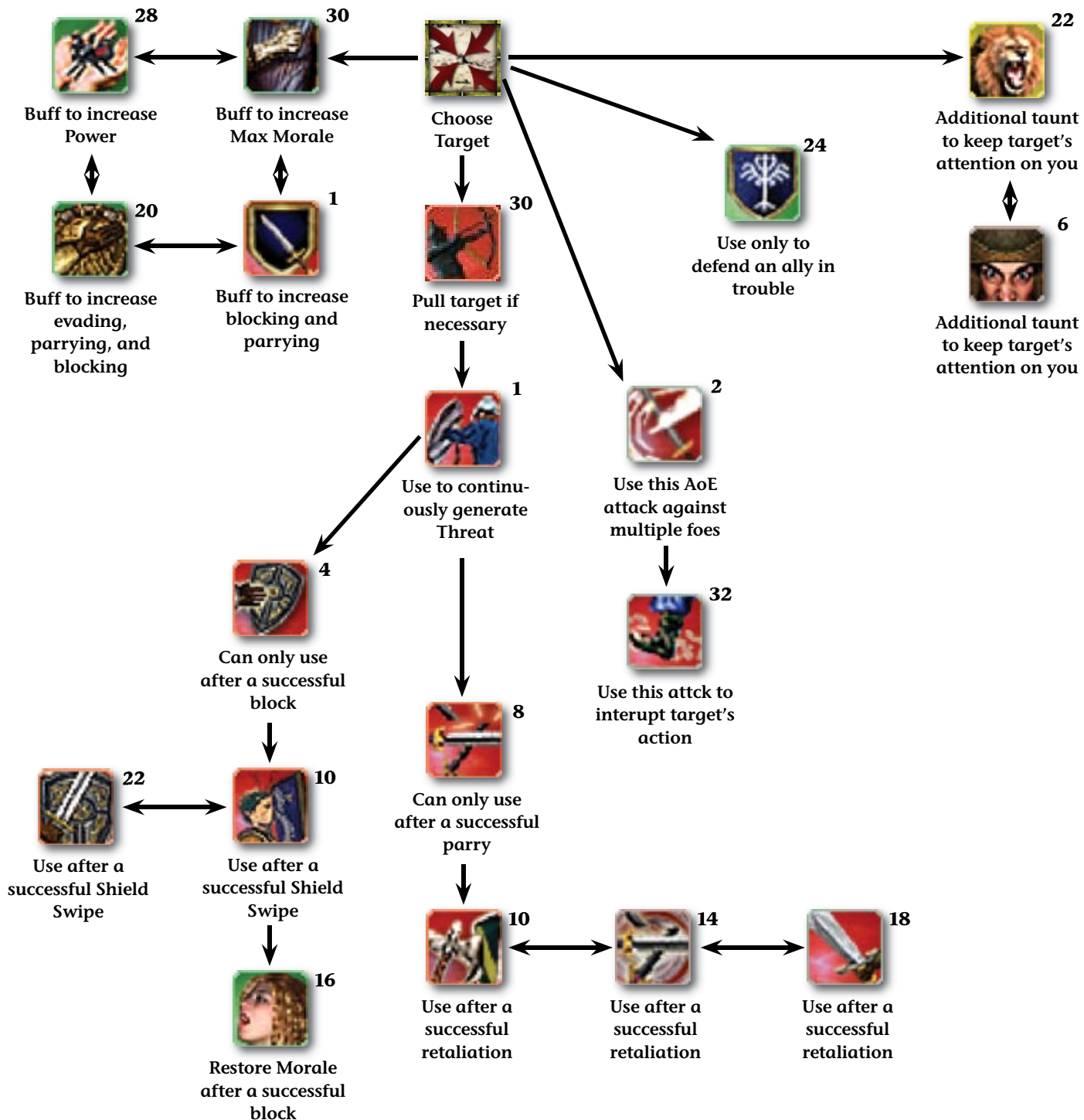




Advanced Combat Chart: Guardian



Fellowship Combat Chart: Guardian





Levels 1–3

A beginning Guardian has four skills: Guardian's Ward (a self-buff that lasts for 10 seconds), Shield Blow, Sweeping Cut, and Sting. Begin with a Shield Blow, increasing the mob's hatred for you, and then strike it with a Sting, which increases the damage of your main-hand weapon; or use Sweeping Cut, which also increases your main-hand weapon damage but strikes all the mobs in front of you. If you are in a group, keep using Shield Blow to generate more Threat from the mob.

Levels 4–6

Three new skills are added into the Guardian's bag of tricks: Guardian's Defence (a self-buff that stays on until you take if off or are stunned), Shield Swipe (grants two attacks), and Bash (another Taunt).

Shield Swipe is a chain attack that you can use only after successfully blocking the mob's attack against you. This is where the two self-buffs are useful. Guardian's Ward, even though it only lasts for 10 seconds, increases both your block and parry chances, and it also increases your weapon damage for those few seconds. Guardian's Defence adds another percentage to your block skill, which increases your chance to block incoming attacks. You should always have the Guardian's Defence buff toggled on, and you should always hit the Guardian's Ward every chance you get—do not let its short timer fool you into thinking that it's not a worthy skill.

At Level 6, you also receive a single-target taunt called Vexing Blow. This is a nice skill, even though it is on a short timer. It refreshes very fast and therefore can be useful to pull a mob off another target for a short duration.



Block and counterattack keep you safe and sound in battle.

Levels 7–9

There is only one new skill added during these levels: Retaliation. This is a damage-dealing skill that is part of the parry chain of attacks. It becomes active after a successful parry.

During these levels, it's best to leave your block buff on and keep working on your block skills. You only have the block buff and you still do a fair amount of damage with these skills.

Levels 10–12

You get two new skills at Level 10: Shield Bash and Overwhelm, and one new skill at Level 12: Guardian's Parry. Guardian's Parry is a self-buff that increases your chance to parry incoming mob attacks. If you are in a group as the backup tank or just added DPS, then use Guardian's Parry to help parry attacks. The parry line of attacks offers more damage but less Aggro retention.

You also get the new skill Overwhelm, which is part of the parry chain, on a Critical Hit, you will stun the mob for a few seconds. The other skill, Bash, is a Threat-enhancing attack used from your block chain. Use this one after a successful Shield Swipe. It stuns your target, does some pretty good damage, and gets you a lot of Aggro.

If you are fighting multiple mobs in a group, perform Sweeping Cut, get Shield Swipe on one mob, and switch to another mob to use your Bash. This effectively earns you more Aggro on both mobs. Get in the habit of switching mobs at this point to build up Aggro on them. If you are in a group, the other members should be targeting a single mob to dispatch it faster; as the tank, you can switch, especially if you have a loose mob that is attacking a healer or other DPS.

Levels 13–15

You finally get to wear heavy armour at Level 15. You also get another great skill from the parry chain called Whirling Retaliation. This attack damages all mobs in a circle around you. It is a follow-up attack from Retaliation and is very nice if you are fighting more than one mob, but remember it will not generate any extra Aggro/Threat for you.

Levels 16–20

At Level 16, you get a fantastic skill: Catch a Breath. It allows a Guardian to heal a small amount of damage. Once you take on dungeons, you will still need other companions to heal you, but you can give yourself a boost midfight if necessary. This skill is on a 30-second timer, so you won't be able to spam it to win a fight that you are losing.



A campfire awaits the hard-fought warrior.

At Level 18 you gain a new attack called Thrust, a DoT (damage over time) attack from your parry chain. This is also a good follow-up attack from Retaliation. It puts a wound on the target that causes it to bleed more damage for eight seconds. This is a solid attack if you are not the main tank. If you are the tank, keep pumping up your Aggro with the taunts that are in the block chain.



At Level 20, you get another self-buff: Guardian's Pledge. This increases your evade, block, and parry abilities by 50 percent. It is on a short timer, lasting only for a few seconds, but in those few seconds you will evade a good bit of damage and also open up your string attacks more often, generating more threat or damage.

JAYBEE OF ROHAN (LEVEL 50)

STATS

Morale: 2,876 Agility: 135 Fate: 132
Power: 1,593 Vitality: 218
Might: 201 Will: 96

KEY MAGIC ITEMS

Alagos Roval (33 DPS Sword)
Mellonor's Elf-Stone (adds 1% to Block Chance, +20 Fate)
Othlos (Adds 1% to Parry Chance, +20 Vitality)
Shoulders of Gondolin (Armour Value 87, +20 Might, +7 Agility, adds 36 to Max Power)
Stoutwall (Heavy Shield, Armour Value 713, -2% Evade Chance, subtracts 10% from Ranged Vulnerability, adds 2% to Block Chance, +7 Vitality)



CLASS TRAITS

Defensive Expertise To the Rescue
Quickness Strong Lungs
Stoic

KEY SKILLS

Guardian's Ward Catch a Breath
Shield Blow Thrust
Sweeping Cut Shield Taunt
Shield Swipe Challenge
Retaliation Warrior's Heart
Bash Shoot
Overwhelm Deep Breath
Whirling Retaliation

Levels 21–25

At Level 22, Guardians get a new skill called Shield Taunt. This is an AoE taunt that is triggered after a successful Shield Swipe. At this point, a Guardian should switch on Guardian's Defence, spamming Shield Taunt whenever possible. It affects the target and up to four more mobs in the area. There is no timer on it other than the prerequisite Shield Swipe.

At Level 24, Guardians receive the Protection ability. Cast it onto another player, which adds to that player's blocking, evading, and parry chances. The best class to put your Protection on is another Guardian, a Champion, or a Captain. There is nothing sweeter than two Guardians protecting each other, because when one Guardian blocks or parries, the other Guardian's reactionary styles become active. The skill would be wasted on the Burglars, Hunters, Lore-masters, and Minstrels since these classes should not be getting hit by mobs if you're doing your job. It can serve as an emergency defensive buff in a pinch.

Levels 26–29

At Level 26, you get Challenge, an anytime AoE taunt that affects up to five mobs in a small radius near the Guardian. It is on a 45-second cooldown timer but can be upgraded through traits. While grouping, this should be the first skill you hit during fights with multiple mobs. Also when fighting in groups, trigger it every time the cooldown is up to keep Aggro on the Guardian.

Thrill of Danger is a Level #28 skill. It refreshes your Power depending on how many enemies are surrounding you. The more enemies, the more Power is refreshed. Use this skill when you are fighting more than one mob and your Power is less than 40 percent. It is on a 300-second timer (5 minutes), so use it wisely in battle.

Levels 30+

You will earn several new skills at this point, the most notable of which is Deep Breath, which resets all your skills' cooldown timers. It is on a fairly long timer but can be used in long battles to reset your Pledge buff or any other skill such as Thrill of Danger for that last push.

Remember that shield attacks are all about Threat and Aggro control and should always be used when grouping with a fellowship. The parry line is all about damage, not Aggro. The parry attacks are great to use when soloing or when you are not the main tank in a fellowship.

Class Quests



See your local Guardian trainer for your class quests.

Your best rewards will come from your class quests, and your Guardian arsenal will be improved admirably with a few of these quest goodies. When you hit Levels 15 and 30, seek out your class trainers and collect the quests. Unless you

have some quests to complete with other fellows or in your kinship, you should prioritize your class quest to collect the rewards sooner.



A Shield Against Adversity (Level 15)

Head to your local Guardian trainer to receive this quest. He instructs you to seek out Oswin Leek, who is located just outside Bree's North Gate. Oswin has been dealing with the brigands surrounding Bree, and his attentions have turned northward. Unfortunately, there is one farm to the south, and with his men's attention stretched thin, he needs you to help guard the southern farm. He asks you to speak with Burle Pierson.

You will find Burle Pierson by heading straight out of the Bree's South Gate. The Pierson farm is the first one you see, and Burle is standing by the stairs. He wants you to protect him and rout out the brigands sneaking around his farm. Burle circles his farmhouse, and you should engage any brigands he finds. Three or four brigand sets attack you and Burle. Both you and Burle must live in order to complete the quest.

After he circles the farm, he wants you to check his fields. You will also find one or two sets of brigands there. After the last brigand, the boss mob appears at the farm and attacks Burle Pierson. Defend Burle and complete the quest. Your rewards will be 1 silver, 80 copper, a Helmet (32 Armour, +4 Might, +4 Vitality), 3 Essences of Athelas, and the Deflected Blows class trait (allows you to regenerate Power with each successful block and increases your Block Response Duration by 3.0). The helm should carry you well into your 20s.

A Guardian's Duty (Level 30)

At Level 30, your Guardian trainer gives another quest. He asks you to go to Trestlebridge in the North Downs and speak to Severin Wheeler. He wants you to help guard the bridge into Trestlebridge from raiding orcs. There will be several NPCs there to help you.

After speaking to Severin inside the instance, he runs off. Two farmers from your previous travels enter. Burle Pierson and his son are in Trestlebridge to help fight the orc invasion. Speak to the son first. After that, speak with Burle Pierson. He tells you that he'll be watching the road from the northeast. Another brave Guardian will join the fight before the ensuing attack.

Once they are all in place, position yourself in front of the bridge entrance. Burle Pierson's son announces that he sees orcs coming from the northwest; do not rush to join the fight. Let the NPCs fight first, as there will be a sneaky orc who tries to rush the bridge from the left, behind the guard tower. Engage that orc and wait for the other orcs to come to you. You can easily handle them after the NPCs take their Morale down for you. After the six or seven orcs are dead, speak to the Guardian again.

You will be transported back to Trestlebridge, where you seek out Severin Wheeler to end the quest and get your rewards: 17 silver and 85 copper, 5 Greater Athelas potions, the Parried Blows class trait (allows you to regenerate

Power with each successful parry, and increases your Parry Response Duration by 3.0), and you can choose between a Shield (385 Armour, -2% Evade, -10% Ranged Vulnerability, +8 Might, +8 Vitality, +31.0 Power) or a Scalemail Breastplate (211 Armour, +18 Might and +22 to Max Power).

Articles of Fortitude and Implements of Battle (Level 45)

Another set of class quests become available at Level 45; by completing these quests, you gain access to a weapon and a piece of armour or a trinket custom-made for Guardians. Speaking to your class trainer at Level 45 will start you on the path for these quests. When you complete each of these, you will then receive the quest A Lesson from Samwise Gamgee, which rewards you with another Legendary Guardian Trait: To the King.

The Articles and Implements quests are long and involved quests with three waves of item collections. For the second and third waves, which send you into incredibly dangerous regions (including high-level dungeons), the items are not bound to you on acquisition, so you can buy and sell them at the auction hall.

THE BRAVEST DEED IS SELFLESS

Bestowed: Guardian Class Trainers.

Objective 1: Talk to Wáli at Noglond, in Ered Luin.

ARTICLES OF FORTITUDE

Bestowed: Wáli.

Objective 1: Collect Snow-encrusted Dourhand Boots x10 (from Dourhands at Gabilazan in the Misty Mountains). Collect Grimgore's Ashen Hide (from Grimgore, in Fasach-larran in Angmar).

Objective 2: Bring the first set of components to Wáli.

Objective 3: Collect Unyielding Drake Scales x25 (from Drakes in Angmar: in Urugarth, on Gorohtlad, and in Nan Gurth). Collect Gem-encrusted Nails x15 (from Angmar: in Gorohtlad).

Objective 4: Bring the second set of components to Wáli.

Objective 5: Collect Flawless Scale of Lhugrien (from Lhugrien, drake boss in Urugarth). Collect Warg-keeper's Token (from Athpukh, goblin boss in Urugarth, near the warg-cages).

Objective 6: Bring the final set of components to Wáli.

IMPLEMENTS OF BATTLE

Bestowed: Wáli.

Objective 1: Collect Shataz's Cruel Bludgeon (from Shataz in the Misty Mountains, near the giants). Collect Brimstone-tipped Tarkrip-spears (from Tarkrip goblins in Malenhad, in Angmar).

Objective 2: Bring the first set of components to Wáli.

Objective 3: Collect Grisly Bat-talons x20 (from Bats in Angmar: in Himbar and Carn Dûm). Collect Mottled Spider-mandibles



x15 (from Angmar: in Himbar and Gorohtlad). Collect Hooked Warg-claws x5 (from wargs in Angmar: in Fasach-falroid and Gorohtlad).

Objective 4: Bring the second set of components to Wáli.

Objective 5: Collect Crimson Gorthorog-horn (from Barashal, a gorthorog boss in Carn Dûm). Collect Sigil of War (from Gruglok, uruk boss at the arena in Urugarth).

Objective 6: Bring the final set of components to Wáli.

When you complete both the Articles and Implements quests, the following quest becomes available:

A LESSON FROM SAMWISE GAMGEE

Bestowed: Wáli.

Objective 1: Talk to Samwise Gamgee (in Rivendell, on one of the Last Homely House's balconies). Sam rewards you with To the King, the fourth Legendary Guardian Trait.

LEGENDARY TRAITS						
Name	Trait Effects	Quest Name	Quest Level Requirement	Quest Giver	Pages 1-4 Dropped from	Pages 5-8 Dropped from
Shield Smash	Common Damage +40, Power Cost 5	The Best Defence	45	Elven Guardian	Angmarim (Western Ram Duath)	Dwarves (Misty Mountains)
Guardian's Threat	Threat Modifier +120%, Cooldown 4 secs	A Shield-maiden's Song	45	Elven Guardian	Worms (West Angmar)	Orcs (East Angmar)
Challenge the Darkness	Parry Chance +4%, Block Chance +4%, Lasts for 10 secs, Power Cost 14	The Final Word	45	Elven Guardian	Random drops from level 39+ sentient mobs	Random drops from level 39+ sentient mobs
To the King	Main Hand Weapon Damage +18, Chance to Knock Down Enemy, Lasts for 10 secs, Power Cost 11	—	45	—	—	—





Hunter

BY MISTUR OF RIVENDELL

Shhhhh! You could wake the dead with those lead feet of yours. I might as well bring a dozen Dwarves! Quick, into the bushes.

Let's get the introductions out of the way before I show you how to use that bow I've given you. Take care of it! It might be my second bow, but it's still dear to my heart.

Anyway, I am Mistur of Rivendell. Aye, I'm an Elf—don't look so surprised! We aren't so rare here in the north, at least not we Hunters. And I saved your skin during the brigand raid, so settle down. I'm going to teach you the ways of the Hunter. Firstly, we like to remain unseen. We're not Burglars by a far stretch, but we like our first shot or two to be complete surprises. It makes it easier to kill your prey in a very short time.

So sit still and listen, for the orcs have keen ears—more keen than their looks may suggest.



Your foes will never see the first shot.

What Is a Hunter?

Woodsman, pathfinder, and master of the bow, the keen-eyed Hunter can use his arrows to devastating effect from a distance. Archery is not the only thing the Hunter excels at, for he can also lead his companions through the forest at greater speed than they could on their own, and he can set up traps to ambush enemies. The Hunter is no close-quarters fighter, however, and would generally rather let his bow do the work than resort to his sword.

WHY THIS CLASS IS FOR YOU

The Hunter is the class for players who enjoy striking a target at range. Clever by nature, the Hunter lures his targets into traps to hinder



Pull one target away from another.

them, giving him time to use his bow to deadly effect. A Hunter's knowledge of nature also provides skills that help him and his fellows survive in the wild. A Hunter's combat style depends on the ability to injure a foe while staying out of harm's way. If you like to track and stalk your prey or enjoy the conveniences of quick travel, then hunt no further for a class.

Strengths and Weaknesses

You are the utility class. No class is better for convenience than the Hunter. You can track creatures at a distance, which is especially useful if you want to find a specific beast for a quest or would like to do some recreational hunting in your downtime. If you don't feel like doing all the work yourself, you can set a trap for incoming enemies. Plus, you have a great run speed buff, and once you're experienced enough out in the wilderness, the traveling skills to hop directly to Bree or Rivendell.

That's not to say you can't fight. Your ranged attacks are the best in the world, allowing you to defeat a foe before it can gain enough ground to nip at your knees. A Hunter with a powerful bow is about as ruthless as they come.

If a lively creature manages to get in close, you could be in trouble. A Hunter's melee skills are not great—you won't have to run when something gets in your face, but you will need help against tougher melee mobs. And whatever happens, don't let yourself get surrounded by multiple foes. You can't out-damage them, your armour is only midrange, and you have no real healing skills in combat.



You don't want to mess around in melee. It's not your specialty.

Hunter Pros and Cons

Strengths

- **Long-ranged high DPS**
- **Track creatures**
- **Great run buff and traveling skills**
- **Can set traps for creatures**

Weaknesses

- **Trouble dealing with multiple mobs up close**
- **Melee is very weak compared to ranged**
- **No real combat skill upgrades in lower levels**
- **No healing in combat**

Choosing a Race

Each race can play the Hunter, and each race would be good for this class. Some races have lower Agility, which impacts ranged damage, miss chance, critical hits, evade, and some parry (split with might). But those races have stronger stats in different places, which may fit better with your play style, such as the Man's higher Might score. If you expect a fair mix of ranged combat and melee, you may want to play a Race of Man Hunter. The most well-rounded Hunter in the game is the Man.

Your Best Stats

As a Hunter, Agility, Vitality, and Fate are your best friends.

Agility gives you the speed necessary to be an effective Hunter. This stat gives you the speed to evade and parry incoming blows. This is also a stat that adds to the amount of damage you will deal with a ranged weapon, a Hunter's bread and butter.

Fate is the stat that can mean life or death when in combat. With a high Fate, your momentum in combat will increase. This stat also influences your Morale and Power regeneration speed while in combat.



Agility helps your avoidance abilities too.

Vitality increases your Morale and gives you the ability to regenerate at a better rate when out of combat.

STARTING HUNTER CHARACTERISTICS				
Stats	Man	Elf	Dwarf	Hobbit
Might	23	8	23	1
Agility	14	29	6	14
Vitality	10	10	20	25
Will	6	14	14	14
Fate	26	3	3	11
Morale	105	86	136	150
Power	135	152	152	152
Critical Chance	2.1%	1.4%	1.4%	2.1%

Gearing Up

During the first 10 levels of the game, the Hunter can use the armour found during missions and hunting. After the first 10 levels, look to the vendors or crafters for wares, as the quality of their goods is significantly better. Don't pinch coppers on your next bow, because the bow is your sole provider, more so than any amount of armour or any cloak.

Hunters should rely on the items they can collect throughout the game. Always pay attention to the quality of your bow, as well as that of your secondary weapon (melee). They should be level appropriate, or at least give the best bonuses you can afford at the time. If they're not, and you haven't been lucky with loot, check out a more difficult region and see if you can buy a bow that's in your level range. Otherwise, visit the local auction house and buy one off a player. When in melee combat, a lower-level weapon could mean death, as a Hunter's melee combat is not the best.

You can wear light or medium armour, and your melee weapons are limited to the one-handed sword, dagger, and axe. Of course, the bow is your big two-handed weapon, and you really won't need much else if you do your job right.



Hunters can bulk up well with armour.



MISTUR OF RIVENDELL (LEVEL 15)

STATS

Morale: 648 Agility: 46 Fate: 43
Power: 521 Vitality: 38
Might: 41 Will: 26

KEY MAGIC ITEMS

Cloak (Armour value 27, Adds 30 to Max Morale)

Crystal Earring (+3 Vitality)

Scaled Helmet (Armour value 27, +3 Might, +3 Agility)



CLASS TRAIT

Heightened Senses

KEY SKILLS

Barbed Arrow

Set Trap

Quick Shot

Penetrating Shot

Swift Stroke

Focus

Swift Bow

Find the Path

Stance: Strength

Passage of Nature

Levels 1-16

Low-level skills are the Hunter's saving grace. Through Levels 1 to 16, Hunters will learn many skills that will serve them well through their adventures. As you level, these skills become more potent and will serve the Hunter greatly. You also receive the majority of your passive skills at this level range. During this time, you get the ability to use almost all the different weapons and the ability to use medium armour, which helps with your melee offence and gives you more freedom in combat.



Use your traps to slow enemies while you get off more shots.

Levels 17-30

Throughout the course of this level range, you finish off your passive skills, allowing you to use two melee weapons at once and obtain the last two weapon types that a Hunter can use. Crossbows and spears bring an alternate play style for the Hunter.

The main abilities you receive at this point are generally skills that complement the offensive skills to enhance damage output or make life a little bit easier. Needful Haste is a great skill to use against an enemy that can normally kill you because it reduces induction times on bow shots.

You also get the first of the recall spells during these levels. These spells give the Hunter the ability to teleport their fellowship or just themselves to a location. It's a huge benefit for cutting down on travel times and getting together fellowships—no matter where your next quest is located, you can be there within minutes.

Levels 31-50

At high levels, Hunters' new skills are primarily utility or defensive. Of course, they have some excellent offensive options from Legendary skills. Beneath Notice allows the Hunter to subtract from the threat modifier, and Passage of Shadow enables the Hunter to detect the presence of nearby evil creatures.

Your Skills

Hunter skills can be grouped into three main tiers. It will take a while to get the hang of certain ones, but you have time to perfect them over several levels. And, remember, as a Hunter, you have a few seconds before a foe that you shot at long range is upon you. Use that time to experiment with various skills.



BOWS VS. CROSSBOWS

The Hunter can use a variety of weapons. Throughout the leveling process, the Hunter can train in one-handed clubs, maces, hammers, spears, and the crossbow. This is in addition to being able to use bows, daggers, and one-handed swords. Bows and one-handed swords are the most commonly used items for Hunters. But if you don't want to conform to the norm, then using hammers or the other weapon types might be the way for you.



A bow generally shoots faster than a crossbow.







But remember, as a Hunter, your main skill is ranged combat. That means bows and crossbows. What's the difference? Damage. The bow is smaller and shoots at a faster rate, while the crossbow shoots a little slower with higher damage potential. In general, they are about even, but some choice crossbows will out-damage the normal bows.

With ranged weapons your main type of engagement, keep the enemy back. The farther away it is from you, the safer you will be and the stronger your attacks will be. When in combat from afar, you want to figure out the best types of skills to use on each creature in hopes that you won't even have to use your melee combat.



Long-range battles are fine, so long as you deal more damage per arrow than your enemy.



HUNTER SKILLS							
	Skill Name	Level Awarded	Type	Training Cost	Recovery Time (Seconds)	Range	Description
	Barbed Arrow	1	Ranged	0	1.5	40	Your arrow can cause a wound that bleeds and slightly slows movement speed.
	Bows	1	Passive	0	—	—	Allows the use of Bows.
	Daggers	1	Passive	0	—	—	Allows the use of Daggers.
	Improved Range	1	Passive	0	—	—	Increases the maximum distance of your ranged auto-attacks.
	Light Armour	1	Passive	0	—	—	Allows the use of Light Armour.
	One-Handed Axes	1	Passive	0	—	—	Allows the use of One-Handed Axes.



HUNTER SKILLS							
	Skill Name	Level Awarded	Type	Training Cost	Recovery Time (Seconds)	Range	Description
	One-Handed Swords	1	Passive	0	—	—	Allows the use of One-Handed Swords.
	Quick Shot	1	Ranged	0	—	40	You can nock and loose an arrow quickly.
	Swift Stroke	1	Melee	0	4.2	2.5	A fast, damaging melee attack.
	Swift Bow	2	Ranged	20	10	40	You are able to loose two missiles in rapid succession.
	Scourging Blow	4	Melee	1s 60c	5.5	2.5	This attack wounds your foe, dealing additional damage if the enemy is suffering from your Barbed Arrow. However, using this skill will stop the bleeding.
	Stance: Strength	4	Ranged	1s 60c	5	—	You take a stance which increases the damage of your shots, while increasing the Power cost and draws the enemy's attention to yourself. While in Strength Stance, your Quick Shot will slow your enemy's movement.
	Clarinet Use	5	Passive	2s 50c	—	—	Allows the usage of Clarinets.
	Lute Use	5	Passive	2s 50c	—	—	Allows the usage of Lutes.
	Set Trap	6	Nature	3s 60c	60	—	Your survival skills enable you to lay traps for enemies which can hold them in place. This skill is easily interrupted.
	Evade: Rank 1	7	Passive	4s 90c	—	—	Increases your Evade Chance.
	Blindside	8	Melee	6s 40c	10	2.5	You are able to divert your enemy's attention with a single melee strike and follow it with a single bow-attack at close range.
	Critical: Rank 1	9	Passive	8s 10c	—	—	Increases your Critical Hit Chance.
	Ranged Evade: Rank 1	9	Passive	8s 10c	—	—	Increases your Ranged Evade Chance.
	Focus	10	Focus	10s	2	—	Before combat, you may rapidly increase your Focus. Focus is required to use some bow skills and is lost if you move.
	Medium Armour	10	Passive	10s	—	—	Allows the use of Medium Armour.
	Penetrating Shot	10	Focus	10s	3	40	An extremely damaging shot that is able to pierce the armour of your enemy.
	Parry: Rank 1	11	Passive	12s 10c	—	—	Increases your Parry Chance.

Hunter

HUNTER SKILLS							
	Skill Name	Level Awarded	Type	Training Cost	Recovery Time (Seconds)	Range	Description
	Cry of the Predator	12	Nature	14s 40c	60	25	You mimic the cry of a predatory animal, causing beasts to run in fear.
	Passage of Nature	12	Nature	14s 40c	30	—	Your skill as a tracker allows you to detect the presence of nearby beasts and other natural creatures.
	Accuracy: Rank 1	13	Passive	16s 90c	—	—	Increases your Accuracy.
	Ranged Evade: Rank 2	13	Passive	16s 90c	—	—	Increases your Ranged Evade Chance.
	Find the Path	14	Warfaring	19s 60c	10	—	Your skill as a tracker allows you to increase the speed with which your fellowship can run across terrain. Entering combat disables this ability.
	Evade: Rank 2	15	Passive	22s 50c	—	—	Increases your Evade Chance.
	Hand Wrought Traps	15	Passive	22s 50c	—	—	Allows the use of Hand Wrought Traps.
	One-Handed Clubs	15	Passive	22s 50c	—	—	Allows the use of One-Handed Clubs.
	One-Handed Hammers	15	Passive	22s 50c	—	—	Allows the use of One-Handed Hammers.
	One-Handed Maces	15	Passive	22s 50c	—	—	Allows the use of One-Handed Maces.
	Low Cut	16	Melee	25s 60c	—	—	You can make a low cut in front of you which can temporarily slow the movement speed of up to two of your enemies.
	Purge Poison	16	Nature	25s 60c	—	25	Your survival-lore allows you to use naturally occurring medicines to purge poisons from an ally.
	Ranged Evade: Rank 3	17	Passive	28s 90c	—	—	Increases your Ranged Evade Chance.
	Stance: Precision	18	Ranged	32s 40c	5	—	You take a stance which decreases the possibility that your enemies will avoid your shots. While in Precision Stance, your Quick Shot has an increased chance to score Critical Hits.
	Parry: Rank 2	19	Passive	36s 10c	—	—	Increases your Parry Chance.
	Desperate Flight	20	Warfaring	40s	600	—	Your knowledge of the land and of its many secret ways allows you to escape from danger and travel to a nearby rally point. Requires rations which may be acquired from Provisioners.



HUNTER SKILLS							
	Skill Name	Level Awarded	Type	Training Cost	Recovery Time (Seconds)	Range	Description
	Dual Wielding	20	Passive	40s	—	—	Allows wielding of a second weapon in the off-hand.
	Intent Concentration	20	Focus	40s	180	—	In a desperate time, you can instantly reach full Focus.
	Rain of Arrows	20	Focus	40s	8	40	You rain arrows down upon your enemies, allowing you to hit multiple targets.
	Spear	20	Passive	40s	—	—	Allows the use of Spears.
	Use of Fire	20	Passive	40s	—	—	Enables the Hunter to apply Fire Oil to their arrows.
	Accuracy: Rank 2	21	Passive	44s 10c	—	—	Increases your Accuracy.
	Ranged Evade: Rank 4	21	Passive	44s 10c	—	—	Increases your Ranged Evade Chance.
	Bright Campfire	22	Nature	48s 40c	120	—	Your survival-skills enable you to make your fellowship comfortable in the wild, increasing their recovery and enabling some crafting skills. The campfire lasts for 3 minutes.
	Passage of Foes	22	Nature	48s 40c	30	—	Your skill as a tracker allows you to detect the presence of nearby orcs, trolls, and evil men or dwarves.
	Critical: Rank 2	23	Passive	52s 90c	—	—	Increases your Critical Hit Chance.
	Agile Rejoinder	24	Melee	57s 60c	5	2.5	When you parry an enemy's attack, you can respond with a highly damaging melee attack.
	Accuracy: Rank 3	25	Passive	62s 50c	—	—	Increases your Accuracy.
	Guide to Thorin's Hall	26	Warfaring	67s 60c	—	—	Your skill as a tracker allows you to find a path for you and your fellowship to Thorin's Halls. This skill is easily interrupted. Requires rations which may be acquired from Provisioners.
	Parry: Rank 3	27	Passive	72s 90c	—	—	Increases your Parry Chance.
	Stance: Endurance	28	Ranged	78s 40c	5	—	You take a stance which decreases the Power cost and reduces the chance that your enemy's attention will turn to you. While in Endurance Stance, your Quick Shot does not draw as much attention as it normally does.
	Evade: Rank 3	29	Passive	84s 10c	—	—	Increases your Evade Chance.
	Crossbows	30	Passive	90s	—	—	Allows the use of Crossbows.

Hunter

HUNTER SKILLS							
	Skill Name	Level Awarded	Type	Training Cost	Recovery Time (Seconds)	Range	Description
	Merciful Shot	30	Focus	90s	60	40	When your enemy falls to 50% of its health or lower, you may make a shot which inflicts massive damage.
	Use of Light	30	Passive	90s	—	—	Enables the Hunter to apply Light Oil to their arrows.
	Accuracy: Rank 4	31	Passive	96s 10c	—	—	Increase your Accuracy.
	Guide to Bree	32	Warfaring	102s 40c	—	—	Your skill as a tracker allows you to find a path for you and your fellowship to Bree. This skill is easily interrupted. Requires rations which may be acquired from Provisioners.
	Passage of Shadow	32	Nature	102s 40c	30	—	Your skill as a tracker allows you to detect the presence of the dead, the unseen, and ancient evil.
	Critical: Rank 3	33	Passive	108s 90c	—	—	Increases your Critical Hit Chance.
	Needful Haste	34	Focus	115s 60c	180	—	You can sacrifice some of your Focus to make ranged attacks at a faster rate.
	Beneath Notice	36	Nature	129s 60c	300	—	Your survival-skills allow you to make yourself appear less threatening to enemies for a short time.
	Parry: Rank 4	37	Passive	136s 90c	—	—	Increases your Parry Chance.
	Guide to Esteldín	38	Warfaring	144s 40c	—	—	Your skill as a tracker allows you to find a path for you and your fellowship to Esteldín. This skill is easily interrupted. Requires rations which may be acquired from Provisioners.
	Critical: Rank 4	39	Passive	152s 10c	—	—	Increases your Critical Hit Chance.
	Camouflage	40	Nature	160s	10	—	You have the ability to blend into your surroundings, making it difficult for your foes to detect you so long as you remain still.
	Evade: Rank 4	41	Passive	168s 10c	—	—	Increases your Evade Chance.
	Guide to Rivendell	46	Warfaring	211s 60c	—	—	Your skill as a tracker allows you to find a path for you and your fellowship to Rivendell. This skill is easily interrupted. Requires rations which may be acquired from Provisioners.



MISTUR OF RIVENDELL (LEVEL 30)

STATS

Morale: 1,316 Agility: 97 Fate: 62
 Power: 1,054 Vitality: 78
 Might: 96 Will: 76

KEY MAGIC ITEMS

Leather Gloves (Armour value 67, +4 Agility)
 Silver Ring (+4 Will, +1.3 Morale regeneration in noncombat)
 Leather Leggings of Fleetness (Armour value 130, +5 Agility)



CLASS TRAITS

Barbed Fury
 Heightened Senses
 Fast Draw

KEY SKILLS

Barbed Arrow	Focus
Quick Shot	Find the Path
Swift Stroke	Rain of Arrows
Swift Bow	Bright Campfire
Stance: Strength	Intent Concentration
Set Trap	Passage of Foes
Penetrating Shot	Merciful Shot

Hunter Traits



Class traits come from completing your Deeds.

As if your savage arrow blitz wasn't powerful enough as the Hunter, your traits will increase your efficiency to a superior level. You gain the class traits after you perform your main Hunter skills a set amount of times, or by completing specific class quests. Consider it like training: The more you do it, the faster you'll get better. You may think that adding a percent here or there to critical chances, evading, or damage won't do much, but it's that little smidgen in a close fight that makes all the difference.

HUNTER CLASS TRAITS

Name	Level Acquired	Condition of Granting	Effect #1	Effect #2	Effect #3
Barbed Fury	1	Land Barbed Arrow 750 times	Ranged Offence Damage +2%	Barbed Arrow bleeding +5 secs	—
Rapid Recovery	1	Land Swift Stroke 500 times	All Melee Skills Recovery Time -1.2 secs	Ranged Critical Hit Chance +1%	—
Swift and True	2	Land Swift Bow 1000 times	Ranged Offence Damage +2%	Swift Bow Damage +8%	—
Deadly Precision	1	Critical Hit with Bow Skills 500 times	Focus +1 on Critical Hit	Barbed Arrow Induction -.1 secs	Swift Bow Induction -.1 secs
Graceful Draw	1	Land Hits with Bow Skills 6000 times	Power Cost of Ranged Skills reduced	In-Combat Power Regeneration +.3 per Second	—
Sturdy Traps	6	Use Set Trap 350 times	Traps are more effective	Ranged Critical Hit Chance +1%	—
Strong Draw	10	Use Penetrating Shot 600 times	Focus Cost for Penetrating Shot -1	In-Combat Power Regeneration +.3 per Second	—
True Shot	10	Land Penetrating Shot 1000 times	Ranged Offence Damage +2%	Target Mitigation to this attack -8%	—
Heightened Senses	14	Use Tracking Skills 500 times	Tracking Effectiveness Increased	Ranged Critical Hit Chance +1%	—

HUNTER CLASS TRAITS					
Name	Level Acquired	Condition of Granting	Effect #1	Effect #2	Effect #3
Fast Draw	15	Quest	—	Barbed Arrow Induction -.1 secs	Swift Bow Induction -.2 secs
Deep Concentration	20	Land Intent Concentration 150 times	Intent Concentration use restores some power	In-Combat Power Regeneration +.3 per Second	—
Hail of Arrows	20	Land Rain of Arrows 500 times	Ranged Offence Damage +2%	Ranged Critical Hit Chance +25%	Critical Hit Damage Multiplier +25%
Arrow Storm	20	Land Rain of Arrows 600 times	Focus Cost for Rain of Arrows -1	In-Combat Power Regeneration +.3 per Second	—
Enduring Precision	30	Quest	Focus +1 per 5 secs in Precision Stance	Barbed Arrow Induction -.1 secs	Swift Bow Induction -.1 secs
Swift Recovery	34	Use Needful Haste 125 times	Needful Haste and Intent Concentration Recovery -60 secs	Barbed Arrow Induction -.1 secs	Swift Bow Induction -.1 secs
Stealthy Shot	36	Use Beneath Notice 150 times	Beneath Notice Effectiveness Increased	Ranged Critical Hit Chance +1%	—

IDEAL VOCATION

There is no one vocation geared for any particular class, so no class can be self-sufficient; you must socialize and work with others through the auction house or a kinship to fully experience the crafting professions.

However, a Hunter can make a good Woodsman when you factor in all his strengths. Being a Woodsman allows Hunters to make all the items they truly need, the bow being the number one piece of equipment on their list. It's much easier to be a loner if you're able to live—nay, thrive!—while out stalking your prey.



Look for extra timber near wooded areas to support your woodworking habit.

Combat and Leveling Guide

It's common sense that the Hunter should give his prey a wide berth when loading up his bow. After firing off a few thousand arrows, you may learn a few other tricks as well.

When at max distance, the general timing for ranged attacks allows a Hunter to get two attacks in before the creature can reach the Hunter. Using a Barbed Arrow first will make the creature bleed and move slower. You can then follow up with a second ranged attack like Quick Shot.

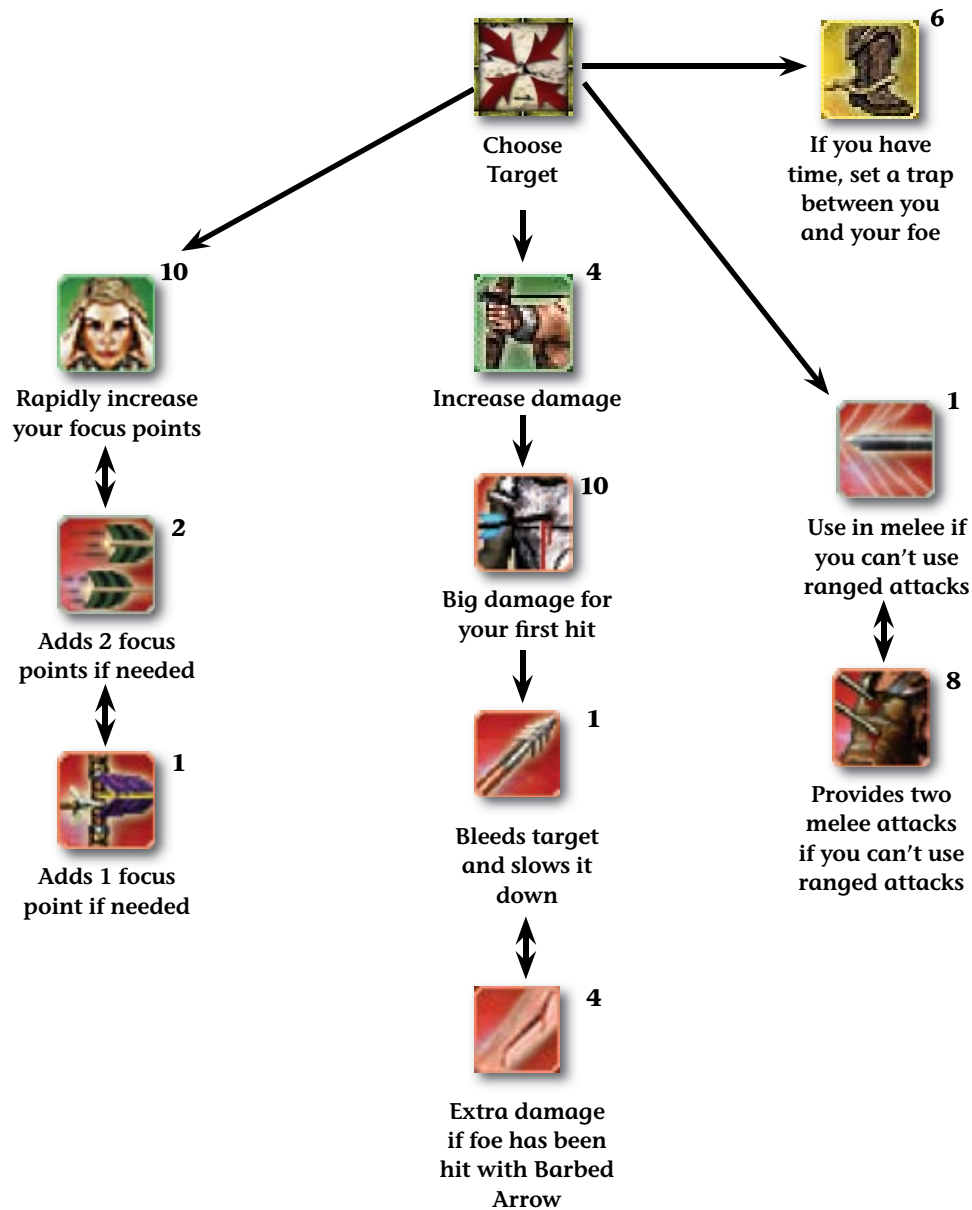
For maximum damage in a short amount of time, use your Aim multiplier, attack from max range with Penetrating Shot, then follow that up with a Barbed Arrow. Once the enemy is in melee range, attack with a Scouring Blow, Blindside, and then Swift Stroke. The following are some tips at the different levels that will keep you out of trouble.



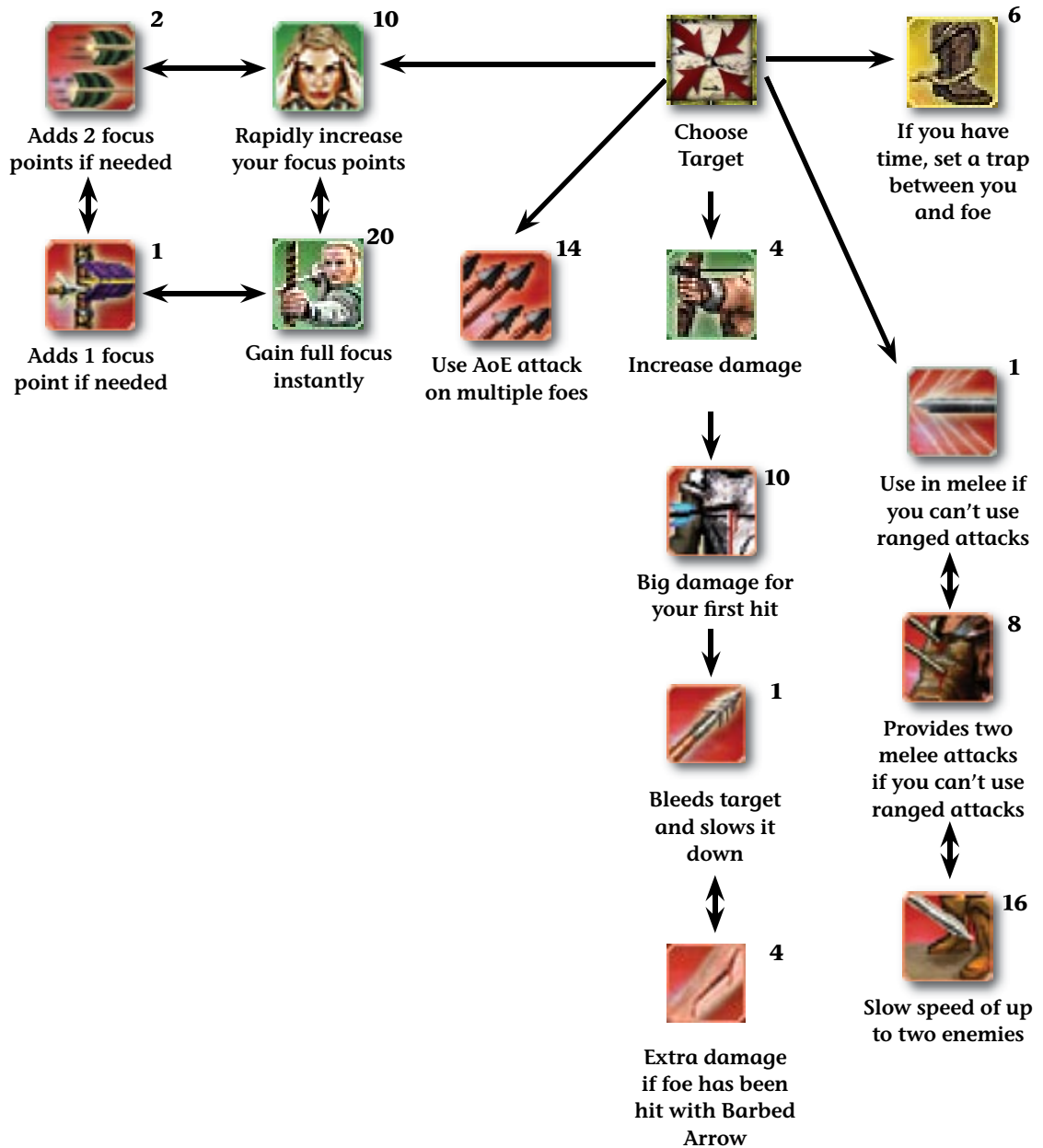
Special arrows play a large part in your combat strategy.



Beginner Combat Chart: Hunter

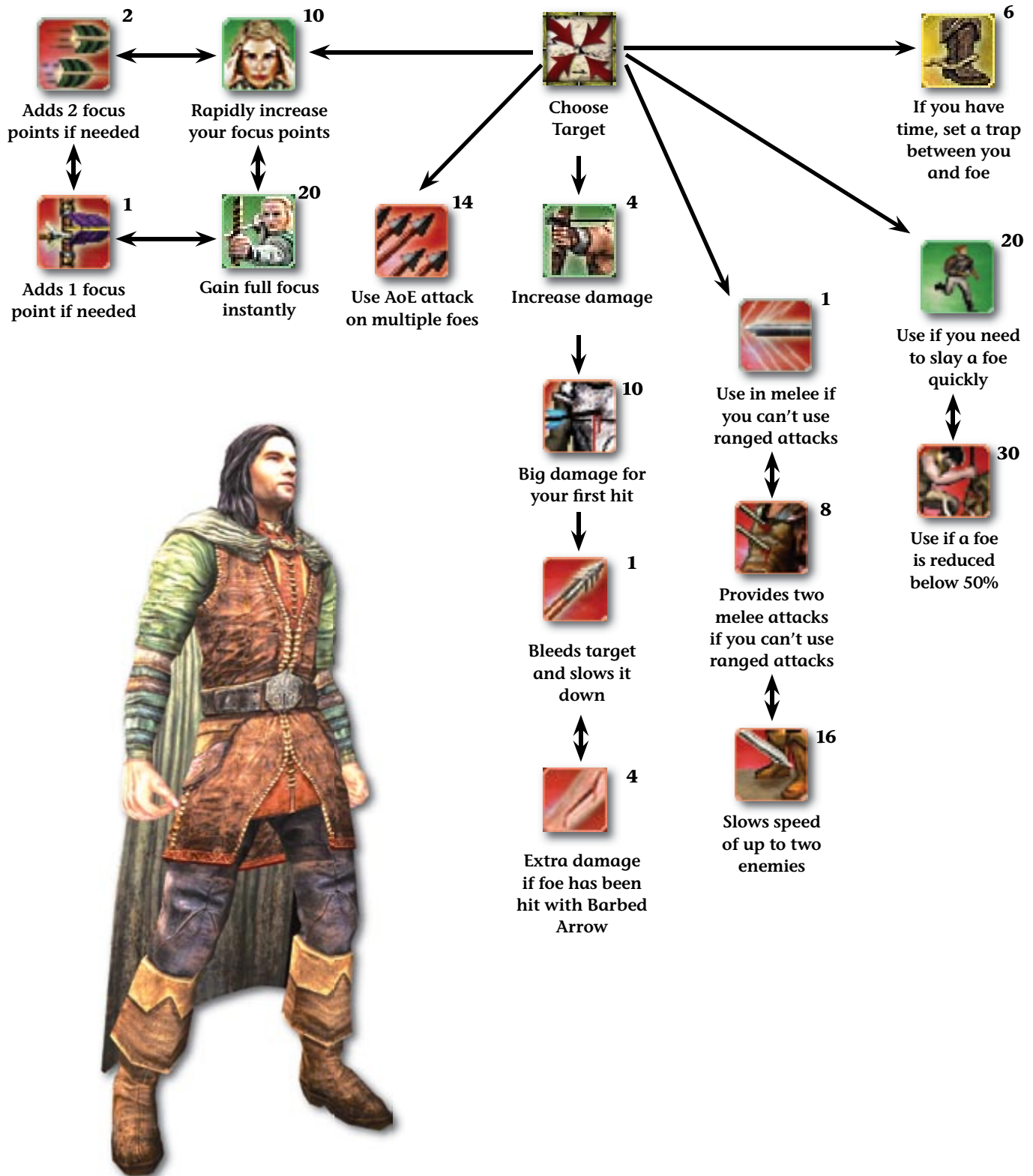


Advanced Combat Chart: Hunter





Fellowship Combat Chart: Hunter



Level 4

Stance: Strength can be your friend or your foe. It increases your ranged damage, but you need to turn the stance off after you strike. If more than one enemy ambushes you while the stance is up, you will take significant damage.

Level 6

You are able to buy a new skill: Set Trap. Use this skill when you want to take on more than one mob at a time. Set the trap by the group or the path they will take to chase you. Then attack. One enemy will get stuck. Pick one of the untrapped creatures and go into your standard combat tactics.

Level 10

The Hunter's most used skill, Penetrating Shot, arrives at this level. It's a great skill, as the damage it causes is cost effective in the Power department. Also at this level you get Focus, which speeds up the gain time of your Focus tiers.

Level 16

Low Cut is a great skill for when two mobs come in close and you must resort to melee attacks. Using Low Cut will slow down the enemies allowing you to get far enough back to use ranged attacks.



Always aid your fellowship at range if you can.

Level 20

Your most common combo will be as follows—Stance: Strength, Barbed Arrow, Swift Arrow, Penetrating Shot, Rain of Arrow, and, if necessary, a second Penetrating Shot. All Hunters also get the ability to dual-wield. This allows you to carry multiple weapons when in melee combat, allowing you to do more damage to whatever you are attacking in melee combat. You will also gain the ability to wield spears.

Level 30+

You'll advance to the following tactics: Penetrating Shot, Swift Bow, Barbed Arrow, Swift Arrow. Trigger Penetrating Shot as often as you can during the fight. Don't forget to use your traps, and once those mobs close, switch to your melee attacks.

In general, combat for the Hunter does not change much at high levels. You will gain some more powerful versions of your base skills, but your techniques will remain virtually the same. Different stances for different situations occur as well.

MISTUR OF RIVENDELL (LEVEL 50)

STATS

Morale: 2,342	Agility: 212	Fate: 92
Power: 1,798	Vitality: 144	
Might: 184	Will: 153	

KEY MAGIC ITEMS

Cuff of Khazad-dum (+20 Agility, reflect a portion of damage back at the attacker)

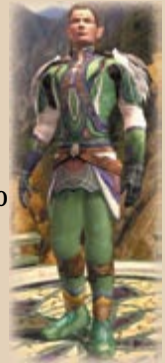
Dolamath (Armour Value 92, +20 Will, +20 Vitality, adds 50 to Max Morale)

Greenwood Cloak (Armour Value 124, +20 Fate, +7 Vitality, +7 Agility)

Lomrandir (Armour value 291, +20 Will, adds 50 to Max Morale)

Pendtheryn (33 DPS Bow, +1 Critical Hit Chance during auto-attacks)

Shoes of Mirkwood (Armour Value 82, +20 Agility, adds 3% to Disease Resistance)



CLASS TRAITS

Barbed Fury	Fast Draw
Heightened Senses	Enduring Precision
Rain of Arrows	

KEY SKILLS

Barbed Arrow	Rain of Arrows
Quick Shot	Bright Campfire
Swift Stroke	Intent Concentration
Swift Bow	Passage of Foes
Stance: Strength	Merciful Shot
Set Trap	Guide to Bree
Penetrating Shot	Guide to Esteldin
Focus	Guide to Rivendell
Find the Path	Guide to Thorin's Hall

STANCES AND QUICK SHOT!

Did you know that your Quick Shot skill behaves differently depending on the stance you are in? In Strength stance Quick Shot also applies a significant movement speed debuff. In Precision Stance, your Quick Shot's chance to Critical is boosted even more than the stance usually does for other skills. Finally, in Endurance Stance, your Quick Shot actually lowers the threat your target has for you while still dealing damage!

So remember: your stance does more than just what's on the skill. It also improves your Quick Shot in different ways.



Class Quests

Access your class quests through any Hunter trainer, who will send you to an NPC to continue to a single-player instance. These instanced missions are intended to make Hunters become better at their class and get some nifty rewards as well.



Your local class trainer hands over the big quests.

Hunter's Path (Level 15)

Proceed to your local Hunter trainer. Your Hunter trainer will send you to speak with Gytha Lainey in Adso's Camp on the road between Bree and Buckland in front of the entrance to the Old Forest.

You will be asked to slay some wolves, including the pack's leader, Yellowfang. Enter the instance and kill all the wolves in the left, right, and center area. Watch out for the running wolves—they run in a large box, so time your attacks properly in order to avoid pulling too many wolves at the same time. Yellowfang appears once the weaker wolves perish. He is a Level 15 signature wolf, so be careful.

Your rewards will be as follows: 1 silver, 80 copper, Leather Helmet (Armour value 23, +4 Agility, +4 Will), 3 Celebrant Salves, and the class trait Fast Draw (subtracts 0.1s from Barbed Arrow induction timer and subtracts 0.2s from Swift Bow induction timer).

A Hunter's Charge (Level 30)

Talk to a Hunter trainer. The initial part of this quest is to again see Gytha Lainey. She is located at Adso's Camp on the road between Bree and Buckland in front of the Old Forest entrance.

The mission is to travel to the Shire with Gytha in an attempt to stop wargs from eating all the Hobbits. Once you arrive in the instance, you must talk to Gytha again. She tells you to warn the townspeople to go inside their houses. There are only four Hobbits you must talk to. After talking to the Hobbits, talk to Gytha again.

Your next task is to stop the five wargs, which can be very difficult. They come from the north and have the following stats: 2 prowling wargs, 400+ Health; 2 roaming wargs, 715 Health; 1 Laugzok Level 26 signature warg, 1,534 Health.

After Gytha tells you to find the wargs before they find the town, head directly north of the village. There you will see a stone wall fence with an opening in it. Stand about 40 meters away from the entrance and to the right-hand side of the opening, even against the wall if you prefer. The first warg out of the entrance is the boss, Laugzok. Kill him first. As soon as you spot him, use your Focus skill to get full Aim. Then use Penetrating Shot until you are out of Aim. From there, use Swift Bow and Blindside before cycling back to Penetrating Shot.

After you defeat Laugzok, simply run back to town. You must fight four more wargs, if you avoided pulling any while killing the boss. Killing the remaining four wargs is easy enough if done in town with Gytha's help.

After beating the five wargs, talk to Gytha once again. Travel back to Adso's Camp with Gytha and turn in the quest. You receive the following rewards: 17 silver, 85 copper, 5 Greater Celebrant Salves, the class trait Enduring Precision (adds 1 Focus pip every 5 seconds while you are in a Precision Stance, reduces Barbed Arrow induction timer by 0.1s and reduces Swift Bow induction timer by 0.1s), and your choice of bow (18.5 DPS, +1% Critical Hit chance from Auto-attacks, and -1.5% on Induction durations) or crossbow (18.5 DPS, -5% Block chance from Auto-attack, and slightly reduces threat during combat).

Articles of Discovery & Implements of the Hunter (Level 45)

Another set of class quests become available at Level 45; by completing these quests, you gain access to a weapon and a piece of armour or a trinket custom-made for Hunters. Speaking to your class trainer at Level 45 will start you on the path for these quests. When you complete each of these, you will then receive the quest "A Lesson from Legolas," which rewards you with another Legendary Hunter Trait: The Bow of the Righteous.





Hunter

The Articles and Implements quests are long and involved quests with three waves of item collections. For the second and third waves, which send you into incredibly dangerous regions (including high-level dungeons), the items are not bound to you on acquisition, so you can buy and sell them at the Auction House.

THE SWIFTEST ARROW IS LEARNING

Bestowed: Hunter Class Trainers.

Objective 1: Talk to Fenton Marshley at the Hunting Lodge near Archet.

ARTICLES OF DISCOVERY

Bestowed: Fenton Marshley.

Objective 1: Collect Zorrgolug's Matted Hide (from Zorrgolug at Fasach-falroid in Angmar). Collect Brimstone-tinged Tarkrîp-helmets x5 (from Tarkrîp goblins in Malenhad, in Angmar).

Objective 2: Bring the first set of components to Fenton Marshley.

Objective 3: Collect Glossy Cave-claw Skins x10 (from Cave-claws in Nan Gurth, in Angmar). Collect Corroded Neeker-breeker-horns x15 (from neekerbreekers in Angmar: in Malenhad).

Objective 4: Bring the second set of components to Fenton Marshley.

Objective 5: Collect Rune of Winged Dominance (from Mormoz, a morroval boss in Carn Dûm). Collect Insignia of Battle (from Sorkrank or Burzfil, uruk bosses in Urugarth).

Objective 6: Bring the final set of components to Fenton Marshley.

IMPLEMENTS OF THE HUNT

Bestowed: Fenton Marshley.

Objective 1: Collect Driftclaw's Razor-sharp Claw (from Driftclaw in the Misty Mountains, near the giants). Collect Corroded Iron-crown Staves (from Angmarim Nomads in Angmar: near Fasach-falroid and Malenhad).

Objective 2: Bring the first set of components to Fenton Marshley.

Objective 3: Collect Clouded Worm Eyes x20 (from Worms in Angmar: in Gorohtlad and Malenhad). Collect Venomous Dread-turtle Beaks x5 (from Angmar: in Malenhad). Collect Putrid Fingernails x5 (from Angmar: in Imlad Balchorth, Nan Gurth, and Carn Dûm).

Objective 4: Bring the second set of components to Fenton Marshley.

Objective 5: Collect Medallion of Passage (from Urro, an uruk boss in Carn Dûm). Collect Putrid Slime of Helchgam (from Helchgam, the Watcher boss in Carn Dûm).

Objective 6: Bring the final set of components to Fenton Marshley.

When you complete both the Articles and Implements quests, the following quest becomes available:

A LESSON FROM LEGOLAS

Bestowed: Fenton Marshley.

Objective 1: Talk to Legolas (in Rivendell). Legolas rewards you with The Bow of the Righteous, the fourth Legendary Hunter Trait (which restores Power with every bow shot).

Armed with what knowledge I've been able to impart in our few scant moments in the dark here, I think we are ready to take these orcs. Remember to aim along the arrow, don't squint your eyes, and lead with a barbed shot. You take the orc on the left; I'll take the one on the right. Ready? Go!

LEGENDARY TRAITS						
Name	Trait Effects	Quest Name	Quest Level Requirement	Quest Giver	Pages 1-4 Dropped from	Pages 5-8 Dropped from
Bard's Arrow	Ranged Weapon Damage +11, Focus +1, Adds Power (9.9-14.9)/Costs 25 Power	A Shot in the Dark	39	Legolas	Wights (Nan Tornaeth, Trollshaws)	Dwarves (Misty Mountains)
On the Move	Morale +3000, Power +3000	The Way of the Hunter	39	Legolas	Nomads (West Angmar)	Orcs (East Angmar)
Rain of Thorns	Ranged Weapon Damage +87, Costs 4 Focus, Adds Power (9.9-14.9)/Costs 78 Power	The Furthest Charge	39	Legolas	Random drops from level 39+ sentient mobs	Random drops from level 39+ sentient mobs
Bow of the Righteous	Power granted per landed attack	—	45	—	—	—



Lore-master

By BARATHURIN OF ARNOR

Ahhh, good day, good day and welcome, young adventurer! My name is Barathurin of Arnor, son of Eldenaur, devoted advisor to the High Kingship, councilor of Arthedain and so on and so forth...but you may call me by my nickname, Firefly. There's actually quite an intriguing story behind my nickname—well, more so humorous, but I shall get to that later. Now, back to business.

So you have traveled from afar and wish to become a Lore-master such as myself, eh? Did you actually think you could just stroll in here with your walking stick and learn all that I know in a day? Well, you are mistaken. It has taken me years upon decades to understand and learn the lore of the land. It has taken me countless hours of adventuring and training to even fathom a minuscule insight into ancient Dúnedain lore. Ahh, the ancient secrets—well now, that's another story. So much to learn, young one....

All right, all right, perhaps I do get overly excited discussing lore, and I may have exaggerated a bit there. But my point, young apprentice, is that becoming a Lore-master takes time, strength, and, most importantly, patience. You shall learn exactly what it is I mean by the word "patience." For without it, you shall never understand the true meaning of lore.

So are you ready, apprentice? Take the following scrolls of inscribed knowledge and read them carefully. They will help you in your adventures and along the path to true knowledge of the lore. Come forth with me, and I shall show you what it takes to become a Lore-master.



Lore-master summoning his pet

What Is a Lore-master?

The Lore-master wields ancient secrets to confound his enemies and aid his friends. His knowledge of ancient lore allows him to confuse and stun foes, as well as to protect against the dark powers of the enemy. The Lore-master is also capable of calling animals to his aid; however, do not confuse this with a standard MMO pet- or wizard-class character, nor is the Lore-master intended to be used as a tank to mindlessly hack and slash his way through mobs. You need to be a skillful player and understand your skills to their fullest potential. It is one of the most challenging classes to play, yet also one of the most fun. Knowledge is power for the Lore-master.



WHY THIS CLASS IS FOR YOU

The Lore-master will be the closest you can come to being a powerful spell-slinger. Unlike other MMOs, *The Lord of the*



In the winters of Ered Luin.

Rings Online's character classes don't include "traditional" classes like fighter, priest, and thief, and neither do you get a "wizard" class. The Lore-master does have a few ranged nukes to bomb an enemy from afar, but this class also has many crowd-control options for fellowship play, and it picks up two pets (a raven and a bear), some healing, and a ton of buffs and debuffs. It's a well-rounded class with a little bit of everything. If you don't mind a challenge at lower levels and want the flexibility of the right spell to help out a friend or fry a foe, it's time to choose the book over the sword.

Strengths and Weaknesses

Don't expect to charge into battle as a low-level Lore-master. Later, as you gain experience, you may challenge multiple monsters at once, but when learning early lore, pick and choose your enemies carefully. Once you master the knack of summoning a pet raven (Level 4) or a pet bear (Level 14), you will gain the advantage of double-teaming a single foe. Alas, with your shoddy armour, you should steer clear of bigger groups unless you are with a fellowship or have unlocked very powerful spells.

In a fellowship, your primary function as Lore-master is crowd control, or making sure that your group only fights what it can handle and does not get overwhelmed by a big mob or wandering monsters. With patience, this class is one to fear during raids, as you are the perfect support character—crowd control, healing, and buffs/debuffs all in one potent package. Your understanding of lore is the key to your success. Knowing what buff or debuff to cast during any type of situation will give you total control.



An epic quest.

Lore-master Pros and Cons

Strengths

- Long-ranged spell bombs
- Pets for protection
- Serious crowd-control skills
- Healing (both for self and allies)

Weaknesses

- Light armour only
- Two-handed staff only
- Trouble dealing with multiple mobs while soloing
- Challenging to play at low levels



Choosing a Race

Only Men and Elves can become Lore-masters. Both are sound choices, depending on your adventuring style. Men have more Morale at the start, while Elves gain a boost in Power. An Elf's greater Power and Power Regeneration will allow you to cast more spells; however, a Man can take more damage, and certain skills require a Morale cost, which a Man can pay without as much danger.

Each race begins their journey from a different starting location. As a Man, you'll begin your travels in Archet, a small town in Bree-land. Elves begin in Edhelion, located in Ered Luin. It's nice to start in Archet, since you're close to Bree, the nexus of travel in Eriador.

In Bree, everything you need—vault, bard, vendors, class trainers—is conveniently located. It also has stables with horses that grant you faster travel to various points in Middle-earth. However, Ered Luin is a lower-level region than most of Bree-land; an Elf may have an easier time leveling with the competition being a step down from most of the monsters in Bree-land.

Your Best Stats

You'll fall to the forces of darkness quickly without Morale, and Morale comes from a healthy Vitality. You might think brawn belongs to Guardians and Captains, but a high Vitality should be a priority for all characters. As you gain experience and valuable equipment, consider keeping items that boost Vitality and, of course, Will to raise your Power. Vitality and Will are both key Lore-master stats; you must decide which is better for you. Will lengthens your Power threshold and enables more spells to drop an adversary, while Vitality cuts down on the amount of spells you can cast but keeps you in a melee fight longer.

Next, look for either Agility or Fate boosts. Both will keep you healthier against tougher foes. If you go in the Agility direction (usually with Elves, who begin with a +15 head start), you will evade more attacks and increase your defence. Fate accelerates your Morale and Power regeneration in combat, which in a long battle proves as extra defence by itself.



Unless you decide to be a bruising staff basher, Might will be your least useful stat. A sound smash against an angry combatant always goes a long way—and Might will build up your muscles to deal more damage and take a little less combat damage in return—however, it's usually not wise for a Lore-master to wade into battle spinning only a staff. Since your strengths will be spells at range, you won't need Might as often.



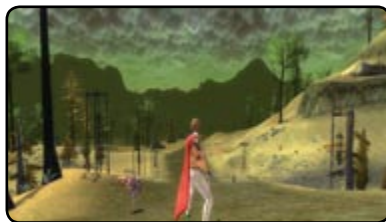
Battling bears in the Trollshaws.

STARTING LORE-MASTER CHARACTERISTICS

Stats	Man	Elf
Might	23	8
Agility	11	26
Vitality	10	10
Will	6	14
Fate	29	6
Morale	105	89
Power	128	152
Critical Chance	1.9%	2.8%

Gearing Up

You begin with a simple robe, padded shoes, quilted leggings, and a wooden staff, which you receive at the beginning of your first quest. Equip your Wood Staff by opening your Inventory Bags (press) and Character Journal. To equip your staff, drag and drop it on your primary-hand slot. You may now use your Staff Strike skill. The staff is your only weapon as a Lore-master. Hold it tightly and swing swiftly, as this piece of bark is what will protect you while your lore is still quite weak.



Suiting up in the North Downs.

As you level up, you will find equipment that drops off monsters or you may buy items in the various town shops. You might even get lucky and stumble upon a treasure chest in an ancient ruin or a supply crate in a deserted forest campsite. When deciding on what gear to keep, choose gear that improves the areas that best fit your play style. Do you want more Power? Wear that magic earring with +4 Will, rather than the one that boosts Agility. If you constantly find yourself in the thick of battle, gear up with items that provide the best armour and most Vitality.

BARATHURIN (LEVEL 15)

STATS

Morale: 530 Might: 22 Will: 40
 Agility: 48 Fate: 37
 Power: 540 Vitality: 29

KEY MAGIC ITEMS

Cloak (+6 Fate)
 Cloth Helmet (16 Armour, +3 Fate)
 Copper Armband of Stamina (+.8 Power Regeneration in combat)
 Staff (7.9 Damage per second, +6 Will)



CLASS TRAIT

Master of the Staff

KEY SKILLS

Staff Strike	Blinding Flash
Burning Embers	Sign of the Wild: Rage
Fire-Lore	Friend of Bears
Beacon of Hope	

Your Skills

I see your eyes light up at the thoughts of all the magical powers available to a powerful Lore-master. But which of these talents prove the most useful in the battle against the creatures of evil? Though they each have their own purpose, you should cultivate certain skills to keep you alive in your upcoming adventures.



Lore-master fire skills in action.

You may have the offence of an army at your fingertips, but it is defence that should most concern you, for you cannot overcome the forces of the Shadow if you fall in battle. At the start of your training (Level 2), you gain Fire-Lore, your most powerful debuff. It decreases an enemy's melee damage by half and increases their miss chance; however, certain creatures are immune to it, and it is useless against enemies like drakes.

At Level 20, you attain the Wisdom of the Council, your best self-heal spell, which heals you back to full upon casting. It has a long timer, so use it sparingly in times of great danger. Another spell, Ancient Will (Level 30), pumps up your Will stat, which gives you a lot more Power, and that translates into staying in fights longer. Finally, Herb-Lore (Level 36) can root three enemies in place, either to serve

as those fancy “punching bags” some Champions use or to prevent big monsters from pounding on you when you aren’t fully prepared.

Your faithful pets also serve as valuable protection. Beginning at Level 4, Raven-Lore summons a swift, nimble bird to protect your flanks. To turn your raven into a difficult-

to-hit moving target, cast Sign of the Wild: Protection (Level 6) on it. Your bear (Friend of Bears spell at Level 14) shows up as a beefier pet, better for defence with buffs like Sign of the Wild: Rage (Level 8) and the Hardy Bear trait.

LORE-MASTER PETS

Though your pets are important, the Lore-master is much more than a pet class. You shall learn that the Lore-master is all about the lore and understanding nature. Control nature and you shall control the lore. Here are your two pets and how to use their abilities most effectively.



The bear as brawny protector.

RAVEN

Ravens advance in levels as you advance, but they are not a substitute for your unique skills. Think of them as defensive shields; you should do your best to save them in combat, but it’s better that they absorb the damage rather than you. It is always good to keep the Guard option on; otherwise, it may attack unwanted enemies when you are unprepared.

Ravens are summoned to your side with the Shield of the Raven’s Wing skill. This adds a defensive Shadow bonus to you, which increases level by level, proving useful against the creatures that lurk in the darker corners of Middle-earth. They also start with Benediction of the Raven, a skill that makes an enemy more vulnerable to fire, subtracting 30 percent from your sworn foe’s Fire mitigation. At Level 12, ravens gain Distraction, a channeled skill that debuffs archers’ damage and causes a bit of damage of its own. This skill cuts in half all ranged offence from the target, and Distraction adds a 10 percent miss chance.

Normally you will choose Benediction of the Raven to increase your Burning Embers damage, except against deadly ranged attackers where Distraction will prevent them from striking back hard. At Level 21, ravens come armed with Evasion, a skill that makes the bird really hard to hit and tougher against Common and Shadow damage.

When thinking offence, pay strict attention to your better damage spells such as Light of the Rising Dawn (Level 18), Cracked Earth (Level 20), and Test of Will (Level 26). While Burning Embers (Level 1) is your bread-and-butter spell, these other spells will either stun or slow down your opponent. There’s nothing better than piling on serious

BEAR

At Level 14, you can cast Friend of Bears. As with your pet raven, bears are two levels below your current level (unless you have the class trait Hardy Bear active, and then they are one level lower). These bears are much tougher than your raven; they are capable of withstanding several blows and can tank for you so you don’t bloody your robe as often. Unlike the raven, the bear does not give you any special automatic increases such as Shield of the Raven’s Wing. Nonetheless, its strength makes up for it. You will now be able to contend with other players capable of fighting tougher monsters or adds.

Your bear begins with Roaring Challenge, a starter skill that taunts the enemy and draws its ire onto the bear (and away from you). You always want to use this skill when a monster has its eyes set on you, especially after you anger it with lots of spell damage. Your second bear skill, Shatter Arms (Level 21), sends the bear charging into melee with an armour debuff for the enemy (8 percent vulnerability to melee, ranged, and magic defences). Bear Hug, its third pet skill (Level 35), stuns the enemy and hits it for some Common damage.

Remember also that your pets have the ability to “Flank!” your target. When a pet flanks (an icon appears on the target), if you play either Improved Staff Strike (via your trait) or the skill Sign of Power: Wizardry, it will produce different effects.

If you use Improved Staff Strike on an opponent it will deal greater damage than normal when you flank, and Sign of Power: Wizardry will heal the Lore-master’s Morale when used when the target is flanked. Although Sign of Power: Wizardry is a weak pulling tool, it also can heal you if your pet gets this effect off.

The raven triggers off the flank effect more often than the bear. So if you are a skillful player who makes use of these opportunity strikes, you may get more out of your pet if you actively watch for this state.

damage and confounding the enemy at the same time. This also has the added benefit of keeping your pet alive longer.

As a member of a fellowship, your role will change and so should your skills. Concentrate on Beacon of Hope (Level 4) for healing allies and Blinding Flash (Level 10) for paralyzing extra monsters that may swarm the group. With



a crowd-control spell like Blinding Flash, you can do much more good ensuring that two monsters don't double-team one of your friends than you would casting more damage on a single target.



Defending your fellowship.

While we're on the topic of skills, remember, I promised you the story behind my nickname. As a young boy, I was always fascinated with fire. Growing up, I had the ability

to set things ablaze, especially when angered. One time I set aflame a visitor's eyebrows for mocking my skills! It was rather funny at the time, and he was not harmed at all, mind you, except for the singed marks on his brows. My parents did not fancy my skills so much, so they sent me away to my uncle in Belfalas where I learned to control my skills. From there on, I have always been known as "Firefly."

LORE-MASTER SKILLS

	Skill Name	Level Awarded	Type	Training Cost	Recovery Time (Seconds)	Range	Description
	Burning Embers	1	Nature	0	3	30	Red-hot embers swirls around the target, causing damage over time.
	Light Armour	1	Passive	0	—	—	Allows the use of Light Armour.
	Sign of Power: Command	1	Signs	0	1.8	40	This sign causes your enemy to pause so it attacks slower and parries less often.
	Staff-strike	1	Melee	0	10	2.5	With a mighty blow, you raise your weapon to fell your enemy.
	Two-Handed Staves	1	Passive	0	—	—	Allows the use of Two-Handed Staves.
	Fire-lore	2	Lore	20	60	40	Your knowledge of things natural gives you influence over the very environment itself. You are able to subtly raise the temperature, making it difficult for most creatures to deal damage to you. Lore skills cannot be stacked.
	Beacon of Hope	4	Healing	1s 60c	30	25	Transfers Morale to an ally or pet.
	Raven-lore	4	Summoning	1s 60c	—	—	Your understanding of the speech of ravens allows you to call one to assist in your adventures.
	Clarinet Use	5	Passive	2s 50c	—	—	Allows the usage of Clarinets.
	Lute Use	5	Passive	2s 50c	—	—	Allows the usage of Lutes.
	Power of Knowledge	6	Knowledge	3s 60c	60	40	You steal the Power of your enemy, slowly increasing your own.
	Sign of the Wild: Protection	6	Signs	3s 60c	30	40	This sign wards your animal friend so that it may parry enemy attacks more frequently. You cannot have more than one sign active on your pet at a time.

LORE-MASTER SKILLS

	Skill Name	Level Awarded	Type	Training Cost	Recovery Time (Seconds)	Range	Description
	Evade: Rank 1	7	Passive	4s 90c	—	—	Increases your Evade Chance.
	Sign of the Wild: Rage	8	Signs	6s 40c	30	40	This sign asks your animal friend to make itself look as threatening as possible. You cannot have more than one sign active on your pet at a time.
	Wind-lore	8	Lore	6s 40c	30	40	Your knowledge of things natural gives you influence over the air itself, allowing you to slow many of your enemies at once. Lore skills cannot be stacked.
	Parry: Rank 1	9	Passive	8s 10c	—	—	Increases your Parry Chance.
	Blinding Flash	10	Knowledge	10s	15	40	A blinding flash accompanied by a loud crack and the smell of blasting powder causes the foe to stop all action. Any damage inflicted on the target will break its stupor.
	Leechcraft	10	Cures	10s	—	25	You are able to remove wounds suffered by an ally.
	Accuracy: Rank 1	11	Passive	12s 10c	—	—	Increases your Accuracy.
	Gust of Wind	12	Nature	14s 40c	10	40	Air swirls around the target kicking up debris and other objects that can cause damage to enemies.
	Friend of Bears	14	Summoning	19s 60c	—	—	Your understanding of the speech of bears allows you to call one to assist in your adventures.
	Sign of Power: Wizardry	14	Signs	19s 60c	10	40	When your pet has flanked your enemy, the sign of Wizardry shall provide you with Morale and deals damage to your enemy. Used normally, it deals light-based damage over time.
	Critical: Rank 1	15	Passive	22s 50c	—	—	Increases your Critical Hit Chance.
	Inner Flame	16	Healing	25s 60c	300	—	You can transfer some of your Power to Morale.
	Tend the Sick	16	Cures	25s 60c	—	25	You are able to cure disease.
	Parry: Rank 2	17	Passive	28s 90c	—	—	Increases your Parry Chance.
	Light of the Rising Dawn	18	Nature	32s 40c	30	30	Your wisdom can light even the darkest of places, harming and stunning those that are in opposition to your purpose.
	Accuracy: Rank 2	19	Passive	36s 10c	—	—	Increases your Accuracy.



LORE-MASTER SKILLS							
	Skill Name	Level Awarded	Type	Training Cost	Recovery Time (Seconds)	Range	Description
	Books of Lore	20	Passive	40s	—	—	Allows the usage of Books of Lore.
	Wisdom of the Council	20	Knowledge	40s	600	—	Your knowledge of the White Council gives your Morale a boost in times of need. It also protects you, while damaging your enemies.
	Cracked Earth	22	Nature	48s 40c	10	25	The ground cracks beneath the enemy's feet, inflicting damage and hampering its movement.
	Critical: Rank 2	23	Passive	52s 90c	—	—	Increases your Critical Hit Chance.
	Share the Power	24	Knowledge	57s 60c	—	25	You can transfer a portion of your Power to an ally.
	Evade: Rank 2	25	Passive	62s 50c	—	—	Increases your Evade Chance.
	Test of Will	26	Knowledge	67s 60c	60	40	You test the will of your enemy. When successful, it will damage and stun the target.
	Parry: Rank 3	27	Passive	72s 90c	—	—	Increases your Parry Chance.
	Sign of Power: Righteousness	28	Signs	78s 40c	5	40	This sign will cure silence, knockdown, and knock-out effects, and then will provide temporary immunity to knockdown and knock-out effects. Used preventively, it will make you immune to these effects for a period of time.
	Ancient Wisdom	30	Knowledge	90s	—	—	Your Will is increased.
	Accuracy: Rank 3	31	Passive	96s 10c	—	—	Increases your Accuracy.
	Sign of Power: Vigilance	32	Signs	102s 40c	3	40	This sign provides you with a heightened vigilance against those who would hide from your gaze.
	Call to the Valar	34	Knowledge	115s 60c	600	—	You call upon the wisdom of the Valar, renewing some of your skills.
	Herb-lore	36	Lore	129s 60c	120	40	Your knowledge of things natural gives you influence over the ground and plants, allowing you to root a group of enemies in place. Lore skills cannot be stacked.
	Accuracy: Rank 4	39	Passive	152s 10c	—	—	Increases your Accuracy.
	Evade: Rank 3	43	Passive	184s 90c	—	—	Increases your Evade Chance.

BARATHURIN (LEVEL 30)

STATS

Morale: 1,260 Agility: 65 Fate: 103
 Power: 1,290 Vitality: 55
 Might: 44 Will: 81

KEY MAGIC ITEMS

Bronzed Staff (19.4 Damage per second, +13 Damage to Man)
 Drake Wing Vest (140 Armour, +14 Vitality, +25 Max Power)
 Elven Gloves (57 Armour, +4 Will, +4 Fate, +.9 Morale regeneration in combat)
 Silver Locket (+12 Fate)
 Silver Ring (+4 Will, +1.3 Morale regeneration in non-combat)
 Star Earring (+12 Fate)



CLASS TRAITS

Flame of Anor
 Hardy Bear
 Master of the Staff

KEY SKILLS

Staff Strike Friend of Bears
 Burning Embers Light of the Rising Dawn
 Fire-Lore Cracked Earth
 Beacon of Hope (fellowship) Wisdom of the Council
 Test of Will
 Blinding Flash (fellowship) Ancient Wisdom
 Sign of the Wild: Rage

Lore-master Traits

If I ask you to pick up your wooden staff or a handful of embers, young apprentice, which do you choose? While adventuring throughout the land, your play style will determine your class traits. The first time you use a skill, such as a Staff Strike or your Beacon of Hope, a Deed will appear in your Deed Log. Finish the Deed and you can talk to any town bard to learn a new class trait, which you can fill at Levels 15, 19, 29, 33, and 39. Examine the descriptions of your class traits and decide which ones to work toward early on. For example, if you join with many fellowships, you may want to practice your Leechcraft skill to gain the Healer trait. When you add Healer to your class traits at your local bard, you gain 1 percent to your Wound and Disease resistance, but more importantly, you cut the Power cost by 15 percent and cut the casting time of your healing spells in half.



Looking down on a Dol Dinen orc.

Remember, though, some Deeds are as easy as casting Cracking Earth, while others will progress more slowly when you have to rely on a skill like Wisdom of the Council that has a longer reset timer. Also, there is a daily limit to how high you can progress the Deed—it's a long journey, not a sprint, so the skills you use most often will be the first class traits you see.

LORE-MASTER CLASS TRAITS

Name	Level Acquired	Condition of Granting	Effect #1	Effect #2	Effect #3	Effect #4
Master of the Staff	1	Use Staff-strike 600 times	Staff-strike has a chance to Stun	Fire Mitigation +2%	Morale Increased by 5%	Claims that Staff Skills are now Near Legendary
Deep Lore	2	Use Lore Skills vs. Enemies 500 times	Lore Skills AOE <=5 Targets	Herbs, Fire, Wind Use Bettered	In-Combat Morale Regeneration +.3	—
Light of Hope	4	Use Beacon of Hope 600 times	Beacon of Hope Morale Cost -40%, Reset Timer -10	Beacon of Hope Induction Time -1 second	In-Combat Morale Regeneration +.3	—
Power and Wisdom	6	Use Power of Knowledge 250 times	Ancient Wisdom +Effect Magnitude	Power of Knowledge lasts longer	Disease and Wound Resistance +1%	—
Master of Beasts	6	Use Sign of Protection 500 times	Sign of The Wild Skills: Power Cost -10%	Sign Skills: Power Cost -3%	Sign of The Wild Duration +120	—



LORE-MASTER CLASS TRAITS						
Name	Level Acquired	Condition of Granting	Effect #1	Effect #2	Effect #3	Effect #4
Beast-lore	8	Use Sign of Rage 300 times	Pets Have increased: Health, Power, Attack Speed, Damage	Sign Skills: Power Cost -3%	—	—
Subtlety of Wisdom	10	Use Blinding Flash 400 times	Threat Level when using Skills is reduced	Fire Mitigation +2%	—	—
Healer	10	Heal Fellow with Leechcraft 250 times	Leechcraft Power Cost -15%	Disease and Wound Resistance +1%	Healing Skills Induction Time -50%	—
Dúnedan-learning	14	Use Signs of Power 1000 times	Sign Skills have Increased Duration and Effectiveness	Power Cost of Sign Skills -3%	—	—
Hardy Bear	15	Quest	Bear Pet: Increased Power	Sign Skills: Power Cost -3%	—	—
Proof against All Ills	16	Use Tend the Sick 300 times	Tend the Sick works AOE on Allies	—	Disease and Wound Resistance +1%	—
Harmony with Nature	20	Use Cracked Earth 400 times	Overt Magic: Reduced Power Cost	Fire Mitigation +2%	Overt Magic Induction Time -25%	—
Awareness of Body	20	Use Wisdom of the Council 100 times	Overt Magic: Decreased Morale Cost -40%	Fire Mitigation +2%	—	—
Magic Adept	24	Use Share the Power 750 times	Magic Cost (Power): -3%	—	In-Combat Morale Regeneration +3	—
Knowledge of the Past	30	Use Ancient Wisdom 300 times	All Skills have chance to Restore small amount of Power	—	In-Combat Morale Regeneration +3	—
Flame of Anor	30	Quest	Fire Based Skills: Damage +10%	—	Disease and Wound Resistance +1%	—

IDEAL VOCATION

Out of the seven vocations available for crafting, the Lore-master is best suited thematically for the Historian. Becoming a scholar of lore will have you accumulating knowledge all day and scratching out scrolls all night. For practical purposes, a vocation such as Explorer allows you to craft your own light armour, and Woodsman allows you to craft your own staves. For money-making purposes, a vocation such as Explorer also allows you to gather resources such as ore and wood that other vocations will need.

Of course, if you want to mine, or polish gemstones, or tailor a fine piece of leather armour, go do it. If you make enough money slaying beasts and pilfering treasure hordes, then the crafting professions are usually a fun hobby to do in your adventuring downtime.



Don't leave home without a tool like the mining pick.

Combat and Level Guide

Where monsters tread, so shall you, and you must learn when to parry, cast your magic, or flee. Here you shall learn more about Lore-master combat. Some of my words, perhaps, are common sense, but it is always wiser to be safe rather than sorry. Read them carefully, learn wisely, and you shall then be on your path to becoming a great Lore-master....



Preparing for battle against the Nazgûl.

Before anything else, you must recognize that you can run away from battle. When your Morale falls below the one-quarter mark and you have no pet to defend you, the best option is usually to flee. Monitor the monster's Morale total, and if you think you can outrace it in damage, then battle to the bitter end (especially if you have some healing spells or an Athelas potion). Otherwise, after you escape from a creature (the creature's portrait will vanish from the screen), rest up to full and recast your pet.

As a rule of thumb—and my thumb's as big as a Shire yam for measuring these sorts of things—you should beat same-level solo monsters. The best way to earn experience (and rewards to sell) is for you and your pet to tackle solo monsters one or two levels higher than you (their names will be in yellow).

The Shadow will not darken your progress into the light of knowledge and all the combat lore it brings. As your skill grows, be careful because the creatures that oppose you will seek you out more and more. Since you have the ability to deal a mountain of damage quickly, you will inevitably draw Aggro from angry monsters. It is crucial that you avoid this on fellowship quests, where your companions rely on you to control extra monsters and possibly heal them from life-threatening wounds.

Your bear is your main weapon to counteract Aggro. With its Focus ability, the bear forces a monster to attack it, causing Aggro to the bear. Having Aggro on the bear helps keep your fellowship from harm and allows them to concentrate on killing the monster or mob. Be careful, though, as stronger mobs tend to kill your pets quicker if you do not heal them fast enough. To bulk up your bear, slot the traits Hardy Bear and Beast Lore to give your bear more life; your improved healing trait can help keep it alive too.

If your pet isn't protecting you enough, you may have to resort to using the environment. For example, if an archer continues to snap arrows at you, duck behind a rock or thick tree to block the archer's line of sight. It's like a Lore-master suddenly getting a shield.

During fellowship quests, embrace your role as a Lore-master and leave the sword-rattling to those with tougher hides. You are responsible for controlling targets through Blinding Flash, weakening them through your buffs and debuffs, and providing healing support with Beacon of Hope during combat and Leechcraft after combat. Most classes are unable to heal themselves, so your job is to keep them alive during battle. When things are under control and you have extra Power, then you can rain some damage spells down on the enemy.

As I've drilled into your young brain by now, Blinding Flash is what you use for crowd control. Just let the fellowship members know which one you are stunning first so they don't break the effect. You can use Blinding Flash on more than one enemy, so use it as often as possible to shorten the amount of time the enemy gets to attack. You can also use Blinding Flash to escape tough situations when you are in danger and low in Morale. Cast it and run.

Sometimes you will find quests that are too difficult to solo, yet too simple for fellowships, or maybe you cannot gather a group of stalwart allies. In cases like these, you may pick up a combat partner to form a two-person fellowship. As a Lore-master, your ideal grouping partner is a brawny character such as the Guardian. You could prove a deadly fighting force with many of the classes (imagine the damage you would deal teamed with a Champion); however, the Guardian nicely fills in your combat weaknesses. Much like your pet bear, only much stronger, smarter, and resilient, a Guardian can tank one or possibly several monsters while you deal damage from range and repair your partner's wounds with Beacon of Hope and Leechcraft.



Goblin rush in Skorgrim's Tomb

Alas, there will be many times when you cannot join a fellowship. You must learn the art of combat while battling on your own. Follow the step-by-step combat training below, which explains how to use your skills wisely. As you become stronger in your lore, you will begin to use your skills instinctively and will know when to use which skill effectively. Until then, apprentice, study and read carefully....



Beginner Combat Chart: Lore-master



Levels 1-3

During these levels, your main tools for fighting are your staff, using the Staff Strike skill, and using Burning Embers as your magic skill. At Level 2, you also have Sign of Power: Command and Fire-Lore as support. Depending on the creature you're fighting, the best combo in most situations is typically this:

1. Target creature.
2. Cast Sign of Power: Command to slow the creature's attacks and reduce its parry chances.
3. Cast Burning Embers. As the creature approaches you, it continually takes damage even before getting near you. This lasts for 10 seconds.
4. If the creature wields a weapon, cast Fire-Lore to reduce its melee offence.
5. Staff Strike. Finish off the creature with a mighty blow with your staff. If the creature is still alive, repeat steps 4 and 5.

Levels 4-5

With your new skills, Raven-Lore and Beacon of Hope, you can add additional support to your arsenal. Cast Raven-Lore to have your pet by your side for battles. If it dies, just recast before each battle. It's always good to have your pet as you travel. When combat occurs now, your raven will fight by your side like this:

1. Target creature.
2. Cast Sign of Power: Command to slow the creature's attacks and reduce its parry chances.
3. If creature wields a weapon, cast Fire-Lore to reduce its melee offence.
4. Use your raven's skill Benediction of the Raven. This enhances your Burning Embers magic.
5. Cast Burning Embers. As the creature approaches you, it will continually take damage even before getting near you. This lasts for 10 seconds.
6. Finish off the creature with Staff Strike, a mighty blow with your staff. If the creature is still alive, repeat steps 4-6.

Don't forget to ready a Beacon of Hope spell at a moment's notice. This skill is great when your pet is nearly dead. However, as you progress to higher levels and become part of fellowships, you will have to use Beacon of Hope as healer support.

Levels 6–7

At Level 6, you learn Power of Knowledge and Sign of the Wild: Protection. Though useful, these two are best used in the later levels against tougher monsters. At Levels 6 and 7, the combo does not change much at all. Your combat tactics will remain almost identical to the previous levels, except you can now buff your pet prior to the attack:

1. Cast Sign of the Wild: Protection for your pet.
2. Target creature.
3. Cast Sign of Power: Command to slow the creature's attacks and reduce its parry chances.
4. If the creature wields a weapon, cast Fire-Lore to reduce its melee offence.
5. Use your raven's skill Benediction of the Raven. This will enhance your Burning Embers magic.
6. Cast Burning Embers. As the creature approaches you, it will continually take damage even before getting near you. This lasts for 10 seconds.
7. Finish off the creature with Staff Strike, a mighty blow with your staff. If the creature is still alive, repeat steps 5–7.

Power of Knowledge is best used for tougher monsters later on as you level up, especially in fellowship quests. Use this to draw Power out of a target to weaken its attacks while an ally finishes it off. At the same time, when fighting tough enemies, using magic such as Burning Embers too often will result in a lack of Power to cast anything else. Use Power of Knowledge to draw out power from a target so you have enough to cast again.



Grave matters for the Lore-master and his pet.

Levels 8–9

It may be tough at these levels if you're not patient. You are now able to learn Sign of the Wild: Rage and Wind-Lore. Sign of the Wild: Rage is great for using your pet as a distraction. Wind-Lore is nice if creatures with ranged attacks do not immediately close with melee. All in all, you are back to the combat steps of previous levels.

Levels 10–11

Finally here are two great skills: Blinding Flash and Leechcraft. These two skills are lifesavers—for yourself and for healing friends and your pet after a battle. At these levels, your raven will have the Distraction skill. Similar to Wind-Lore, this skill is good against ranged offensive enemies. Combat tactics in these levels change a bit because you encounter more mobs than solo situations. This is when Blinding Flash comes in handy. You may also use it to stun your enemies so you may escape tough situations. Your tactics now advance to include your new crowd-control skill like this:

1. Cast Sign of the Wild: Protection or Sign of the Wild: Rage for your pet.
2. Target creature.
3. Use your raven's Benediction of the Raven skill to attack target. This will enhance your Burning Embers.
4. If there is another enemy near this target, cast Blinding Flash on it and retarget the original target to assist your pet. If attacked by two enemies, Blinding Flash will stun your enemy, allowing you to focus on one at a time.
5. Cast Sign of Power: Command to slow the creature's attacks and reduce its parry chances.
6. If the creature wields a weapon, cast Fire-Lore to reduce its melee offence.
7. Cast Burning Embers.
8. Use Staff Strike. If the creature is still alive, repeat steps 7–8.
9. If all else fails, cast Blinding Flash, leave your pet, and run.

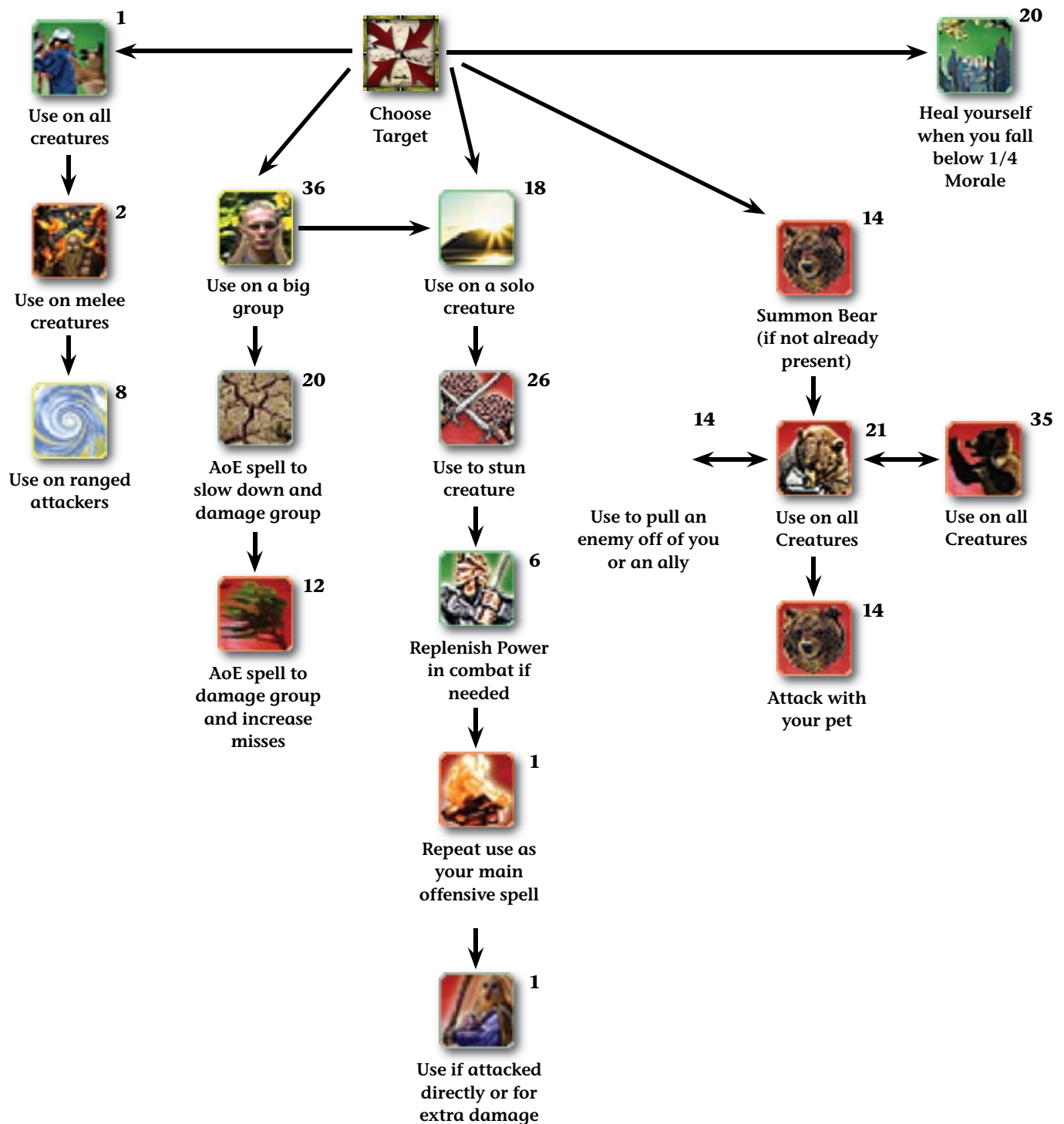
Levels 12–13

You are given only one skill at Level 12: Gust of Wind. Here is a good skill to help with mob situations. With its radius of 7, you can cast on an enemy and hit the mobs around the creature, doing a decent amount of damage and increasing their miss chance. At this point you have probably formed a Fellowship to help with your quests. The only difference in the combat routine will be to add Gust of Wind as follows:

1. In the normal fight sequence, cast Burning Embers as your main damage-dealer.
2. Cast Gust of Wind on center target (if there are multiples). This then damages the mob some more. At this point, the rest of your fellowship or your pet will have made contact with the mob.
3. Rush in with Staff Strike. Repeat as necessary, but remember that Gust of Wind costs Morale to cast, so limit your castings if your Morale is low.



Advanced Combat Chart: Lore-master



Levels 14–15

Finally, you gain a skill that conjures up a worthy traveling companion: Friend of Bears. This allows you to summon a bear as you did with your raven. You are also given the Sign of Power: Istari skill, which deals Light-based damage over time. It is similar to Burning Embers but not as powerful. Play style is the same as before, except with your bear. Use this bear as a tank at times, but always be careful, as mobs can take it out if you don't watch the bear's Morale and heal it with Beacon of Hope when the bear gets low. Your combat tactics, complete with your powerful new bear, proceed in this order:

1. Cast Friend of Bears.
2. Cast Sign of the Wild: Protection for your pet or Sign of the Wild: Rage.
3. Target creature.
4. Use your bear's Challenging Roar skill to attack target. This will force the creature to attack your bear.
5. If there is another enemy near this target, cast Blinding Flash on it and retarget the original target to assist your pet.
6. Cast Sign of Power: Command to slow the creature's attacks and reduce its parry chances.
7. If the creature wields a weapon, cast Fire-Lore to reduce its melee offence.
8. Cast Sign of Power: Istari. This deals added damage to the creature.
9. Cast Burning Embers.
10. Cast Gust of Wind.
11. Use Staff Strike. If the creature is still alive, repeat steps 9–11.

Levels 16–17

At this level, you learn the Tend the Sick and Inner Flame skills. Tend the Sick cures disease, while Inner Flame is your first self-healing skill. Use Inner Flame when you are getting low on Morale during battle; however, it can get interrupted by an attack, so it's best to use it while your pet has the enemy distracted. Continue with current combat strategy.



Cold-worms attack in Angmar.

Levels 18–19

At Level 18 you achieve the Light of the Rising Dawn skill. This does a good amount of Light damage, plus gives you a chance to stun your enemy—a perfect addition, especially when fighting against undead creatures. Here's how we incorporate it into our current strategy:

1. Cast Friend of Bears.
2. Cast Sign of the Wild: Protection for your pet or Sign of the Wild: Rage.
3. Target creature.
4. Use your bear's Roaring Challenge skill to attack target. This forces the monster to attack your bear.
5. If there is another enemy near this target, cast Blinding Flash on it and retarget the original target to assist your pet.
6. Cast Sign of Power: Command to slow the creature's attacks and reduce its parry chances.
7. If the creature wields a weapon, cast Fire-Lore to reduce its melee offence.
8. Cast Sign of Power: Istari. This deals added damage to the creature.
9. Cast Light of the Rising Dawn. This has a chance to stun your enemy, especially the undead, giving you extra time to cast other magic.
10. Cast Burning Embers.
11. Cast Gust of Wind.
12. Use Staff Strike. If the monster is still alive, repeat steps 9–12, though you may have to wait for the timer on the Light of the Rising Dawn before you can recast it. Cast Roaring Challenge again if it has worn off. Keep your pet healed at all times, especially when its morale is down to 50 percent.

Levels 20–23

At these levels, the Lore-master's powers finally kick into high gear with the skills Cracked Earth and Wisdom of the Council. Cracked Earth does a good amount of Fire damage while slowing down your enemies. Wisdom of the Council regenerates your Morale, giving you the chance to stun your enemies and absorb their attacks. Unfortunately, Wisdom of the Council takes 10 minutes to reset, so use it only in emergencies. Feel free to experiment with different combat strategies, but in general, your tactics should follow these steps:

1. Cast Friend of Bears.
2. Cast Sign of the Wild: Protection for your pet or Sign of the Wild: Rage.
3. Target creature.
4. Use your bear's Shatter Arms skill to attack target. Resort to Roaring Challenge if the creature switches its focus to you.
5. If there is another enemy near this target, cast Blinding Flash on it and retarget the original target to assist your pet.
6. Cast Sign of Power: Command to slow the creature's attacks and reduce its parry chances.



7. If the creature wields a weapon, cast Fire-Lore to reduce its melee offence.
8. Cast Sign of Power: Istari. This deals added damage to the monster.
9. Cast Light of the Rising Dawn. This has a chance to stun your enemy, especially the undead, giving you extra time to cast other magic.
10. Cast Cracked Earth. This slows your enemy to a crawl.
11. Cast Gust of Wind.
12. Cast Burning Embers.
13. Use Staff Strike. If the creature is still alive, repeat steps 9–13. Watch your reset timers and cast the most powerful skills as soon as they become available.
14. Cast Wisdom of the Council if you are in danger of losing the battle (usually when you are below one-quarter of your Morale and your pet has been eliminated from the fight).

Levels 24–29

Two of your skills in this level range focus on utility. Share the Power (Level 24) transfers Power from you to an ally, which is great in fellowships where another companion is low on Power and you are not. Sign of Power: Righteousness (Level 28) cancels stunning and knockdown effects; keep it on the ready in case a monster drops you in combat. At Level 26, you earn another key offensive spell: Test of Will. It deals decent Light damage and can stun an enemy. The more stunning effects you use in combat, the better off you and your pet will be. Combat occurs the same as early levels, except you can team up Test of Will with Light of the Rising Dawn to make sure that one of your spells stuns the enemy.



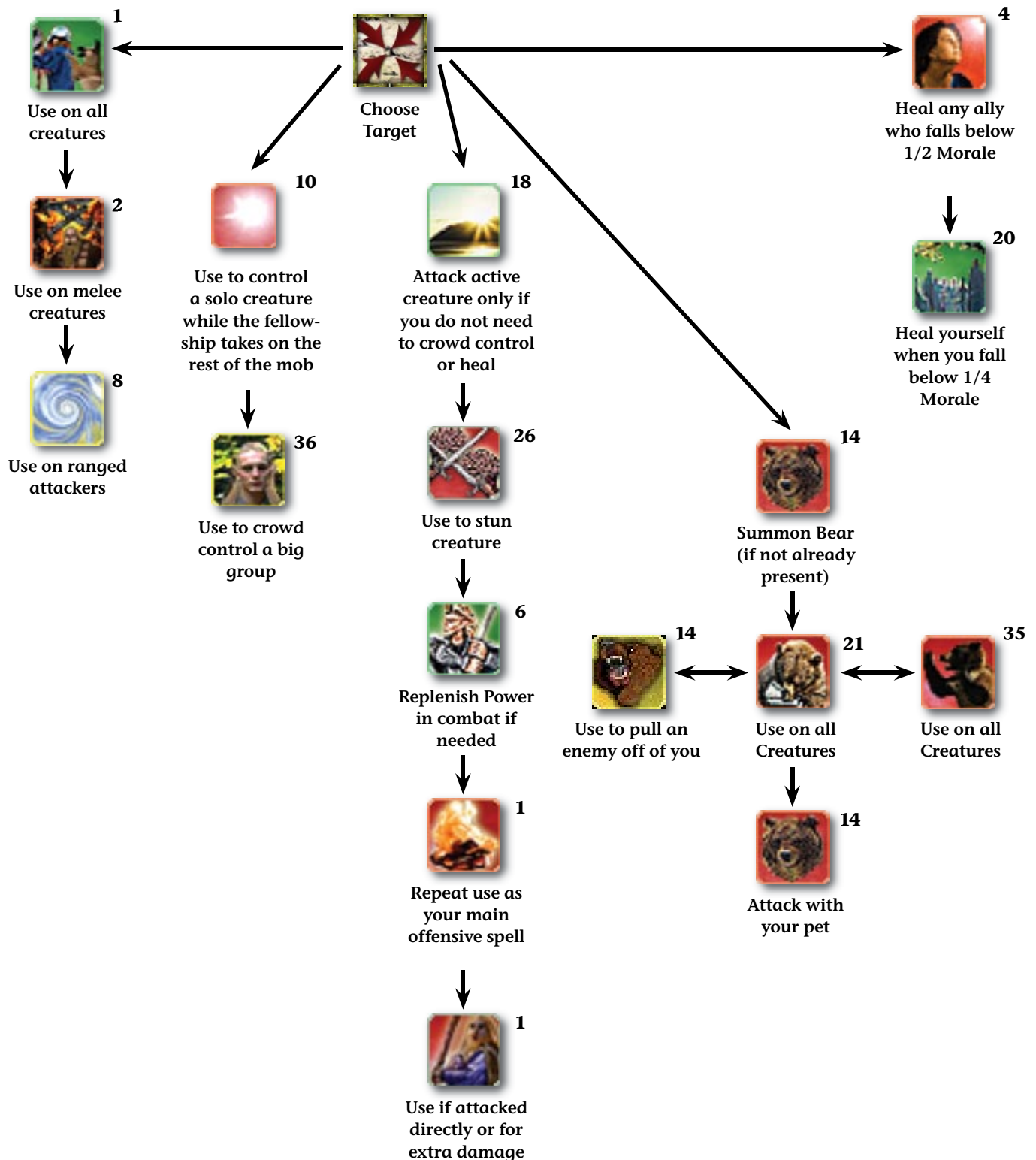
Slaying trolls in Southern Trollshaws.

Levels 30+

When you hit Level 30, you can learn Ancient Wisdom; always have it on, since it increases your Will, thus giving you more Power and a greater access to your spells. Sign of Power: Vigilance (Level 32) improves your invisibility detection—use it whenever you travel through unknown territory or a countryside you know is full of invisible stalking creatures. Call to the Valar (Level 34) renews some of your skills, while Herb-Lore (Level 36) functions like an enhanced version of Blinding Flash—it roots three enemies in place for one minute. Damage has a 25 percent chance to break the enemy free; however, Herb-Lore will prove one of your chief spells on fellowship quests when you need to stop the charge of an unexpected creature rush. Work Herb-Lore into the mix as follows:

1. Cast Friend of Bears.
2. Cast Sign of the Wild: Protection for your pet or Sign of the Wild: Rage.
3. Target creature.
4. Use your bear's Shatter Arms or Bear Hug skills to attack target. Resort to Roaring Challenge if the creature switches its focus to you.
5. If there is another enemy near this target, cast Blinding Flash on it and retarget the original target to assist your pet.
6. If you need to freeze multiple targets to focus on a single enemy, use Herb-Lore. You can also root a single creature with Herb-Lore, throw a few damage spells at it before the creature breaks free, then send your pet to engage it.
7. Cast Sign of Power: Command to slow the creature's attacks and reduce its parry chances.
8. If the creature wields a weapon, cast Fire-Lore to reduce its melee offence.
9. Cast Sign of Power: Istari. This deals added damage to the monster.
10. Cast Light of the Rising Dawn. This has a chance to stun your enemy, especially the undead, giving you extra time to cast other magic.
11. Cast Cracked Earth. This will slow your enemy to a crawl.
12. Cast Gust of Wind.
13. Cast Burning Embers.
14. Use Staff Strike. If the creature is still alive, repeat steps 9–13. Watch your reset timers and cast the most powerful skills as soon as they become available.
15. Cast Wisdom of the Council if you are in danger of losing the battle (usually when you are below one-quarter of your Morale and your pet has been eliminated from the fight).

Fellowship Combat Chart: Lore-master





BARATHURIN (LEVEL 50)

STATS

Morale: 1,656 Agility: 131 Fate: 149
Power: 1,650 Vitality: 106
Might: 58 Will: 189

KEY MAGIC ITEMS

Belegrin (Adds 51 to Max Power, adds 2% to Poison Resistance, +20 Will)

Deftfingers (Armour Value 103, +20 Agility, +7 Fate)

Laingarab (Armour Value 65, +20 Will, +3% Fear Resistance, +7 Fate)

Midsummer's Eve (33 DPS Staff)

Robes of Ithilnath (Armour Value 216, +20 Vitality, adds 51 to Max Power, +7 Fate)



CLASS TRAITS

Beast-Lore Harmony with Nature

Flame of Anor Master of the Staff

Hardy Bear

KEY SKILLS

Staff Strike Light of the Rising Dawn

Burning Embers Cracked Earth

Fire-Lore Wisdom of the Council

Beacon of Hope (fellowship) Test of Will

Blinding Flash (fellowship) Ancient Wisdom

Sign of the Wild: Rage Call to the Valar

Friend of Bears Herb-Lore

The ideal method of solving this quest is to kill any goblins in Bree-land to get one of the pages, and to kill any brigands in Bree-land to get the other. Since Dorset gave you one page, you now have all three and can study the pages to learn the location of the book; or, rather, you can study the pages to learn where it's NOT, and then learn the correct location through process of elimination.

If you have all three pages, follow Dorset to his father's library, a hidden cave in the hills near Bree (an instance zone); the two of you must find a long-lost book. When pieced together, these pages provide the clues to unlocking the library's organization and the hidden book's location. If you don't have all the pages, you can get them from drops off the goblins guarding the cave. It helps to map out the library and solve the puzzle before you go in. Otherwise, you can stun one goblin and keep it mezzed until you manually find the correct bookshelf. Eventually, goblin-champions appear that you will not be able to defeat at this level, so focus on the task at hand quickly.

Scan through the coordinates of all the other books to see that one spot, C-7, is missing. The library's layout indicates that this missing book is on the shelves in the section almost directly in front of the cave entrance, second row from the back. Send your pet to deal with the marauding goblins that spawn in the place, and search the area shelf by shelf until you uncover the book.

Dorset will reward you with 1 silver and 80 copper coins, a purple robe (56 armour, +4 Vitality, +3 Will), three Celebrant Salve potions that help you recover Power, and a new class trait—Hardy Bear. Once you pay a local bard to learn Hardy Bear, you can summon a bear only one level below you (instead of two levels below you), and you receive - 3% from all the power costs of your Sign skills.

Class Quests

Beginning at Level 15, you will leave the tutelage of Lore-masters like myself and discover the class's secrets for yourself. These class quests are very special and grant you great rewards. You will want to depart for them as soon as you can, no matter where in Middle-earth they take you.

A Well-Ordered Mind (Level 15)

Obtain your first Lore-master class quest by speaking with any Lore-master trainer. The quest starts outside of Bree. Go to the great Yellow Tree (known for the golden leaves it bears year-round) southeast of the village of Staddle. Seek out Dorset Oakes, who divulges some of his father's mysteries to you.





The three locations for "A Lore-master's Will" quest are the statue in Duillond, the statue in Brockenborings, and the common room in the Forsaken Inn.

A Lore-master's Will (Level 30)

Pick up the quest from your local Lore-master trainer and head to Ered Luin. You need to speak with Isferon in Duillond. Isferon is trying to solve three riddles left to him from his departed friend, Berenin. You must discover the answers for him and retrieve three keys from small silver treasure chests.

The first riddle refers to the Blue Mountains, which run along Ered Luin's eastern edge. Journey down to the River Lune, just south of the bridge that connects Duillond with the road leading into the Shire. Swim along the eastern shore until you see a broken statue, then search for a small treasure chest to the statue's left. The first key rests here. Return the keys to Isferon after solving each riddle.

The second riddle hints about a mighty Hobbit warrior cleaving through goblins. Head over to Brockenborings in the Shire. Follow the road a little north of the milestone marker to find the statue described in the riddle. Recover the second key from the chest.

The third riddle points you in the direction of the Forsaken Inn in the Lone-lands. The last chest rests next to the stairs leading up to the small landing with the fireplace in the main common room.

After Isferon takes you to an instance area and reads messages left for him by his friend Berenin, he rewards you with the following: 17 silver, 85 copper, three Greater Celebrant Salves, one of two selectable rewards, either a staff (18.5 DPS, +8 Fate, +0.6 Power Regeneration in combat, +1.9

Power Regeneration in non-combat) or a cloak (67 armour, +18 Fate, +22 Power), and the Flame of Anor class trait (adds +10 percent to the damage from Fire-based skills, adds 1 percent to Disease Resistance, adds 1 percent to Wound Resistance).

Articles of Mystery & Implements of Knowledge (Level 45)

Another set of class quests become available at Level 45; by completing these quests, you gain access to a weapon and a piece of armour or a trinket custom-made for Lore-masters. Speaking to your class trainer at Level 45 will start you on the path for these quests. When you complete each of these, you will then receive the quest 'A Lesson from Lord Elrond,' which rewards you with another Legendary Lore-master Trait: Eagle-friend.

The Articles and Implements quests are long and involved quests with three waves of item collections. For the second and third waves, which send you into incredibly dangerous regions (including high-level dungeons), the items are not bound to you on acquisition, so you can buy and sell them at the Auction House.

THE WISEST WAY IS CONTEMPLATION

Bestowed: Lore-master Class Trainers.

Objective 1: Talk to Isdi at the ruins of Edhelion, above Thorin's Halls.

ARTICLES OF MYSTERY

Bestowed: Isdi.

Objective 1: Collect Grimgore's Matted Fur (from Grimgore in Fasach-larran, in Angmar). Collect Distasteful Corcur-emblems x12 (from Corcur, in the Misty Mountains).

Objective 2: Bring the first set of components to Isdi.

Objective 3: Collect Revered Wight-remains x15 (from Wights in Angmar: in Imlad Balchorth, Himbar, Nan Gurth, or Carn Dûm). Collect Bubbling Droplets x15 (from Angmar: in Malenhad).

Objective 4: Bring the second set of components to Isdi.

Objective 5: Collect Putrid Slime of Helchgam (from Helchgam, the Watcher boss in Carn Dûm). Collect Goblin Badge of Rank (from Akrûr, uruk boss in Urugarth).

Objective 6: Bring the final set of components to Isdi.

IMPLEMENTS OF KNOWLEDGE

Bestowed: Isdi.

Objective 1: Collect Frosted Corcur-staves x8 (from Corcur in the Misty Mountains). Collect Driftclaw's Rending-tooth (from Driftclaw, in the Misty Mountains near the giants).

Objective 2: Bring the first set of components to Isdi.

Objective 3: Collect Hateful Worm Eyes x20 (from Worms in Angmar: in Gorothlad and Nan Gurth). Collect Putrid Fingernails x10 (from wights in Angmar: in Imlad Balchorth, Nan Gurth, and Carn Dûm).



Objective 4: Bring the second set of components to Isdi.

Objective 5: Collect Emblem of Ritual (from Morthráng, an uruk boss in Carn Dûm). Collect Rune of Evil Presence (from Sálvakh, the Angmarim boss in Carn Dûm).

Objective 6: Bring the final set of components to Isdi.

When you complete both the Articles and Implements quests, the following quest becomes available:

With all that I have given to you, young apprentice, you may now surpass me with your adventures and achievements. Remember that the mind is a greater weapon than the body, and ancient lore means more than the temptations spoken by greedy merchants and servants of the Shadow. I will see you again one day, young one, though I will hardly recognize you. And that is a good thing!

A LESSON FROM LORD ELROND

Bestowed: Isdi.

Objective 1: Talk to Elrond (in the library in Rivendell).
Elrond rewards you with Eagle-friend, the fourth Legendary Lore-master Trait.

LEGENDARY TRAITS						
Name	Trait Effects	Quest Name	Quest Level Requirement	Quest Giver	Pages 1-4 Dropped from	Pages 5-8 Dropped from
Noble Savage	Pets have Increased: Morale, Attack, Defence	The Book of Beasts	45	Elrond	Wights (Nan Tornaeth, Trollshaws)	Spiders (North Trollshaws)
Sword and Staff	Grants Wielding of Sword and Staff with Improved Melee, Max Morale +300, Parry and Evade Chance +2%, Melee Offensive +15%, Enables Dual-Wielding.	Lore of The Blade	45	Gandalf	Orcs (West Angmar)	Angarim (East Angmar)
March of the Ents	Damage: 42 Fire, Ent Stuns Enemy, Resistance to Magic, Morale Cost: 14, Power Cost: 9, Recovery Time: 5 mins, Max Range: 15, Max Targets: 5, Radius: 5	Of Leaf and Twig	45	Elrond	Random drops from level 39+ sentient mobs	Random drops from level 39+ sentient mobs
Eagle-friend	Summons an Eagle Pet, Power Cost: 14	—	50	—	—	—



Minstrel

By CHISK OF THE HARFOOTS

Greetings! I am Bounder Chisk, of the Harfoots if you must know, although I don't claim all of my would-be relations. I've been told from those wise and worldly that a Minstrel brings hope to places thick with gloom, all with a song or a tale. The Minstrel can inspire those with desperate minds and heavy hearts to great deeds, and in battle, he can even turn the tide with songs that strengthen his allies and dirges that strike fear into the hearts of enemies.

I know, it's a bit stuffy, but it's the official word on your new chosen profession—the Minstrel! It all sounds a bit overwrought, but it's mostly correct.

Anyway, glad to meet you! I have been singing and dancing since before you were born, I surmise, if this gray Hobbit hair atop my head is any indication. And of course it is!

Nevertheless, have a seat, young Minstrel! As I was saying, I am the Hobbit bard, Chisk of the Harfoots. You may have heard of me? No? Well, that's just shocking! With all of the goings-on around the Shire these days, though, it's no wonder. However, let me assure you that I am one of the finest Minstrels in these parts! I have played for Boffins and Tookes and even Mr. Bilbo himself, just once, just before he disappeared during his eleventy-first birthday celebration. He was a fine fellow! The rumor is he ran off to finish some high-minded book, and he's staying with some Elves to the east. Knowing what I know of dear old Bilbo, there is likely some truth to the rumor!

Just let me say that I am glad to see that you have decided to take up the ancient traditions of the Minstrel. What we lack in physical prowess we certainly make up for with our powerful voices.



A Minstrel at ease

What Is a Minstrel?

The Minstrel prefers lute strings to sword hilts. Not that we come up short in the fighting professions—well, with my Hobbit stature, you could make a case for that, but we're made of sterner fiber than most give us credit for. A Minstrel's prowess comes from a combination of melee arts and skills that can boost his Morale and that of in his fellowship. It's very difficult to defeat someone who has a near-endless supply of Morale. If the enemy seems to be gaining the advantage in the battle, the Minstrel can play a variety of songs, ballads, and anthems that give buffs to fellowships for almost any occasion, from adding fire resistance to increasing combat swiftness to restoring hope. It may be a challenge to play this class solo; the true rewards come with fellowship play, when you must frequently save your companions from certain defeat.

WHY THIS CLASS IS FOR YOU

Choose a Minstrel if you enjoy saving your companions' bacon, rather than racking up kills. You must put the group over yourself in almost all



A Minstrel jumps into a fight when necessary.

situations, inspiring your fellowship to continue even in the darkest of times. You have the most healing in the game, so you will often be sought after to group; your repertoire of tales will bless the fair and doom the foul. Consider your other songs and skills a toolbox of sorts—you have many different abilities that will be perfect in certain circumstances and simply fancy parlor tricks in others. A Minstrel's goal is to maintain hope no matter the odds.



Strengths and Weaknesses

You have chosen one of the greatest lines of work. Minstrel is a class built on finesse. Minstrels can't go toe-to-toe like many adventurers, but you'll be hard pressed to find an adventurer who doesn't want a Minstrel by his side. They can cause Light damage with their songs, and they can buff their party members, cure fear, and restore morale. What swordsman doesn't want a healer? And if one of your comrades has fallen, you can revive him. Minstrels are more capable alone than many might think, but they are truly welcome in larger fellowships. You'll be in demand—once you learn a song or two, of course!



Healing is the heart of the Minstrel's strengths.

Minstrel Pros and Cons

Strengths

- Best healing in the game
- Great buffs for fellowship play
- Some ranged damage spells
- Lots of skill options for various situations

Weaknesses

- Light armour early (upgrade to medium armour by quest)
- Minor melee abilities
- Cannot wield shield until Level 20
- Difficult to solo mobs, especially early on

Choosing a Race

Men, Hobbits, Elves, and even Dwarves can be Minstrels, because they all like to sing and tell tales. They all bring different racial characteristics to the table. Let's look at the characteristics of each race.

Hobbit

Hobbits start with a lower Might score (-8), which isn't such a detriment; you don't want to get your hands dirty in combat if you can help it. They gain a small advantage against Fear and Shadow (+1 percent), but their strength lies in a heightened Vitality (+15) and increased Morale Regeneration out of combat (+1 per second). A Hobbit Minstrel will stand up longer in combat if he has to battle.

Elf

Elves lose Fate (-8) and Morale Regeneration out of combat, and gain Disease Resistance and Poison Resistance (both +1 percent) and a big +15 bonus to Agility. The enhanced Agility really comes in handy for evading attacks as a Minstrel early in your career.

Man

Men are an interesting choice for a Minstrel. They have three big advantages, and one major negative. They start with decreased Will (-8), which in turn weakens your Power and allows you to sing fewer songs. However, Men begin with +15 to both Might and Fate, two stats that will keep you around in combat longer. Even better, they have a racial characteristic that allows them to gain more from healing—a natural synergy with the Minstrel's healing ballads.

Dwarf

Dwarves are a bit burly for Minstrels, but if you like to mix in a little more combat with your singing, they could make a perfect choice. They gain +15 to Might, +10 to Vitality, and add +1 percent to Common Resistance. They do lose -8 to both Agility and Fate, but have boosts to both Morale and Power Regeneration in combat (+0.5 additions).

Despite the many differences previously mentioned, all the races perform well as Minstrels. It's all about enjoying your own race, not trying to be the single best singer in the land.

Your Best Stats

Everything you do in combat depends on Power, and Power depends on your Will. Keep Will as high as possible, choosing items that pump up Will over your other stats. With a high Will, you can sing enough songs to carry you in and out of battle safely.

It's always a good idea to keep your Vitality high. The more Vitality, the more Morale, and since Morale serves as your "life," you will stay around for your fellowship longer with a strong Vitality. The same can be said for Agility, if you'd like to hop out of damage's way rather than suck it up.

Fate is nice to have, as you'll regenerate your Morale and Power more quickly in combat, but it's a luxury you can do without until you've raised your other characteristics. Since Minstrels are mainly a hands-off class, Might only comes in handy when it reduces the amount of melee damage you might take when hit.



To live for future quests, you must have Will and Power.

STARTING MINSTREL CHARACTERISTICS				
Stats	Man	Elf	Dwarf	Hobbit
Might	26	11	26	3
Agility	8	23	1	8
Vitality	10	10	20	25
Will	6	14	14	14
Fate	29	6	6	14
Morale	105	89	149	150
Power	128	152	152	152
Critical Hit Chance	1.6%	2.6%	0.8%	1.6%

Gearing Up

Minstrels like to be colorful. Other than that, the choices are rather slim. When it comes to armour, Minstrels can wear only light and medium. Once you reach Level 15, head to your local trainer to receive your very first class quest. These special quests give you stronger traits than the virtues you receive from your regular deeds. After you complete your first class quest, seek out your local town bard to equip your trait and then check back in four levels for your next class trait upgrade.

Sadly, Minstrels cannot use a shield until they train in that art at Level 20; it's especially good since they are stuck with single-handed weapons. Here are the weapons with which Minstrels are handy: daggers, one-handed maces, one-handed swords, and one-handed clubs. The Minstrel's forte is not melee damage. It's serviceable, at best, and can fill in if needed, but overall it's very weak.



Pick up any gear you find to wear or sell.

Some of your better equipment will fall off monsters or will be in treasure caches out in the wild. Always look to the new item's armour value first to help better protect you, then study its magical abilities. If you want more Power, keep the mace that delivers a bonus to Will, rather than the dagger that improves Might. Any piece that enhances your Moral regeneration skills should be an instant equip; it's the most valuable task you perform in fellowship play, after all.

CHISK (LEVEL 15)

STATS

Morale: 553 Agility: 22 Fate: 34
Power: 542 Vitality: 29
Might: 23 Will: 42

KEY MAGIC ITEMS

Brass Earring (+3 Will)
One-Handed Club (8.8 DPS, +3 Will, +3 Fate)
Silver Necklace of Fate (+3 Fate)

CLASS TRAIT

Medium Armour Use

KEY SKILLS

Ballad of Vigour Ballad of Steel
Herald's Strike Ballad of Resonance
Raise the Spirit (fellowship) Cry of the Valar
Piercing Cry Ballad of Balance





Your Skills

Here are the skills you'll use early on in your career. Many of the values change as you level up, including increases to damage caused and Power costs.



Your skill will take you far.

Herald's Strike (Level 1)

Melee attack that does extra damage. It's the only real melee attack the Minstrel has, at least up until Level 12. The damage scales as you level up. I started with a +2 to melee damage at Level 1, and at Level 12 it's up to a +13. All skills increase as you level, though, which is something to keep in mind when it comes to Power cost, because it, too, increases. Also when you cast it, it makes healing upon yourself temporarily 10% more effective.

Raise the Spirit (Level 1)

Your first true healing spell! Recovers a small amount of Morale.

Ballad of Vigour (Level 1)

It deals 10 Light damage, adds +2 Vitality, and counts as a Tier 1 ballad. This short song that gives you a bonus while harming your foe ends up being more useful for the 10 Light damage because you have so few damage skills as a Minstrel. It also unlocks the Tier 2 ballads.

Piercing Cry (Level 2)

A devastating cry that's neither ballad nor anthem—it deals 21 Light damage. This skill can be useful, but it's also crippled by a long (30 second) recovery time.

Ballad of Steel (Level 4)

A Tier 1 ballad that gives you 38 Armour while dealing 13 Light damage to your foe. It's useful for the Light damage, but the armour buff isn't bad either, since early on you're wearing only light armour.

Ballad of Swiftess (Level 4)

A Tier 2 ballad that deals 13 Damage and subtracts 1 percent from your attack duration. Again, mainly useful for the Light damage it does. The attack duration bonus is hardly worthy, unless you use this skill at the end of a long, arduous fight with more than one foe. But, it is your first Tier 2 ballad and is useful because it unlocks Tier 3 ballads early on.

Ballad of War (Level 6)

Aha! Your first Tier 3 ballad! This ability is geared more toward fellowship play, as it doesn't do any damage on its own. It bestows 10 percent to melee offence to everyone in the fellowship, which is quite the hefty bonus. Solo use is somewhat limited, but in a pinch the 10 percent extra damage might keep you alive.

Ballad of Resonance (Level 8)

Now this is a worthy Tier 1 ballad. It does Light damage on its own (13 Damage when you first get it), and it adds 10 percent to your own magic offence, which makes any ballads played afterward all the more damaging. Very useful solo, not so much in a fellowship.

Ballad of Unshakeable Will (Level 8)

Useful in certain situations. As a Tier 3 ballad, it adds 3 percent to Fear resistance for your entire fellowship. Any time you have a check against Dread to cower (level 5 Dread or higher), your resistance to the cower is based on your Fear Resistance. You'll like it against wights and high-level bears that like to scare their prey; not so much early on or in solo mode.

Inspire Fellows (Level 10)

The Minstrel's second true heal, but it's more than that. In addition to healing a moderate amount of Morale, Inspire Fellows also decreases vulnerability to ranged, magic, and melee by 1 percent, which is useful, but the Power cost is also somewhat tough on the Power pool.



BALLADS AND ANTHEMS

The majority of the Minstrel's effectiveness comes from instant songs, which are ranked in tiers. There are Tier 1, Tier 2, Tier 3 ballads, and then there are



Your musical skills include ballads first.

anthems. In order to unlock a Tier 2 ballad, a Minstrel must first play a Tier 1 ballad; to unlock a Tier 3 ballad, he must play a Tier 2 ballad; and, of course, to play an anthem, he must play a Tier 3 ballad. The ballad played must be successful (and not miss) for the next tier to unlock.

Any good artist must warm up with the easier ballads and then move on to the tougher songs. In combat, however, you'll only have a short window in which the next tier is available. After that window closes, you must work your way up from the bottom again. It sounds very complicated, but you'll have the hang of it in no time at all. And once you're more skilled, there are even unique songs that will allow you to jump straight to bigger and better ballads, and anthems too!

Reaching Level 20 isn't nearly as easy as reaching Level 10, but there's no reason to despair. Minstrels are all about positive thinking and powerful singing, and you'll be out of your tweens before you know it. In addition to useful abilities like Song of the Dead and the larger heal Bolster Courage that you'll acquire on the way to Level 20, you'll learn the very useful Ballad of Balance at Level 14. It's a Tier 2 ballad and adds 4 percent to your evade chance, 4 percent that just might save your hide. Noble Cause is also quite useful, empowering your Herald's Strike and returning Morale, but it's on a two-minute timer, so be careful.

Also, don't forget to grab your Level 15 quest! It's easy enough, and you get a smidgen of money and earn a decent item and the ability to wear medium armour.

At Level 20 it pays to get some passive skills trained up. You finally train into shields. At level 5, you can train to use horns, clarinets, flutes, and harps, and don't be cheap when it comes to learning these instruments. They'll go great with your singing voice!

In addition to your first anthem, Anthem of the Free Peoples, which you gain at Level 20, there are several new skills that will make getting to Level 30 enjoyable and rewarding. Many Minstrel skills begin to turn away from solo play and lean more toward helping the fellowship: whether it be crowd control, like Cry of the Valar; or a healing ability like Cure Fear; or the extra helpful Song of Soothing, which decreases threat, something you'll always want to be able to do in a group. In addition, you also pick up the awesome Cry of the Chorus, which quickly enables all tiers of ballads and anthems, for a very short window; this means you won't have to progress through the ballads in order to get the anthems. It's on a 10-minute timer, but having an instant anthem at your disposal is never bad.

Be sure to grab your Level 30 quest. It's a tough one, and likely not possible without the finest of gear and the best of skills until you gain a few more levels, but it's a worthy quest with worthy rewards.


At this point, there are fewer skills to learn on your way to Level 40, and it will not be an easy trip. Still as Death will quickly become one of your favorite abilities. You don't really die—you feign death. This ability is on a 10-minute timer. And you also pick up a great area-of-effect anthem at Level 40: the Anthem of the Valar. This does Light damage to all enemies in a large radius. A very useful skill in a fellowship, indeed.

Those skills and tips should give you a good idea of where the class is going. Here's a list of the skills all the way up to Level 40. Don't try and take it in all at once; you might hurt your brow with all the furrowing. There are a lot of different songs and such you will learn along the way; it may seem a bit overwhelming, but this list should help you along nicely.


















Only by questing will you gain the better skills.



MINSTREL SKILLS							
	Skill Name	Level Awarded	Type	Training Cost	Recovery Time (Seconds)	Range	Description
	Ballad of Vigour	1	Ballads	0	4	30	Tier 1 Ballad: A short song that gives you Vitality and harms your foes.
	Daggers	1	Passive	0	—	—	Allows the use of Daggers.
	Herald's Strike	1	Melee	0	10	2.5	You make a melee attack that does extra damage.
	Light Armour	1	Passive	0	—	—	Allows the use of Light Armour.
	Lute Use	1	Passive	0	—	—	Allows the usage of Lutes.
	One-Handed Clubs	1	Passive	0	—	—	Allows the use of One-Handed Clubs.
	One-Handed Maces	1	Passive	0	—	—	Allows the use of One-Handed Maces.
	One-Handed Swords	1	Passive	0	—	—	Allows the use of One-Handed Swords.
	Raise the Spirit	1	Healing	0	1.5	25	Words of encouragement that renew the Morale of a companion or yourself.
	Piercing Cry	2	Words	20	30	40	Your shout does light damage to your enemies.
	Ballad of Steel	4	Ballads	1s 60c	4	30	Tier 1 Ballad: A short song that gives you an armour bonus and harms your foes.
	Ballad of Swiftmess	4	Ballads	1s 60c	4.9	30	Tier 2 Ballad: A short song that gives you a bonus to your attack speed and harms your foes. This requires a Tier 1 ballad effect to activate.
	Clarinet Use	5	Passive	2s 50c	—	—	Allows the usage of Clarinets.
	Flute Use	5	Passive	2s 50c	—	—	Allows the usage of Flutes.
	Harp Use	5	Passive	2s 50c	—	—	Allows the usage of Harps.
	Horn Use	5	Passive	2s 50c	—	—	Allows the usage of Horns.
	Ballad of War	6	Ballads	3s 60c	5.1	—	Tier 3 Ballad: A short song that gives your fellowship a bonus to their melee damage. This requires Tier 2 ballad effects to activate.
	Evade: Rank 1	7	Passive	4s 90c	—	—	Increases your Evade Chance.
	Ballad of Resonance	8	Ballads	6s 40c	4	30	Tier 1 Ballad: A short song that gives you a damage bonus to your light-based attacks and harms your foes.

MINSTREL SKILLS							
	Skill Name	Level Awarded	Type	Training Cost	Recovery Time (Seconds)	Range	Description
	Ballad of Unshakeable Will	8	Ballads	6s 40c	5.1	—	Tier 3 Ballad: A short song that gives your fellowship a bonus to their resistance to fear. Fear is the base stat to resist cowering from dread. This requires Tier 2 ballad effects to activate.
	Parry: Rank 1	9	Passive	8s 10c	—	—	Increases your Parry Chance.
	Inspire Fellows	10	Healing	10s	5	—	Words of encouragement renew the Morale of your fellowship and increase its vigour.
	Accuracy: Rank 1	11	Passive	12s 10c	—	—	Increases your Accuracy.
	Cry of the Valar	12	Words	14s 40c	30	40	Calling upon the Valar can send certain evil foes fleeing in terror for a short time.
	Ballad of Balance	14	Ballads	19s 60c	4.9	30	Tier 2 Ballad: A short song that gives you a bonus to your ability to evade and harms your foes. This requires Tier 1 ballad effects to activate.
	Critical: Rank 1	15	Passive	22s 50c	—	—	Increases your Critical Hit Chance.
	Noble Cause	16	Theatre	25s 60c	120	—	The next three Herald's Strikes you execute do extra damage and return part of that as Morale to your group.
	Parry: Rank 2	17	Passive	28s 90c	—	—	Increases your Parry Chance.
	Bolster Courage	18	Healing	32s 40c	—	25	Words of encouragement renew the Morale of a companion or yourself. This manoeuvre is larger but slower than Raise the Spirit.
	Song of Restoration	18	Songs	32s 40c	1800	10	A song that can make your allies' hearts glad, removing some of the oppression of defeat.
	Song of the Dead	18	Songs	32s 40c	60	40	This song causes undead to freeze in fear.
	Accuracy: Rank 2	19	Passive	36s 10c	—	—	Increases your Accuracy.
	Anthem of the Free Peoples	20	Anthems	40s	120	—	Your Morale regeneration in combat for your fellowship is increased, as well as making you more vulnerable to threat generation. You have a short window after playing a Tier 3 song to play an Anthem, and it will reset your ballad counter back to Tier 1.
	Enlivening Grace	20	Healing	40s	—	25	Brings hope to those whose Morale has been entirely depleted, reviving a defeated ally.
	Shields	20	Passive	40s	—	—	Allows the use of Shields.



MINSTREL SKILLS							
	Skill Name	Level Awarded	Type	Training Cost	Recovery Time (Seconds)	Range	Description
	Block : Rank 1	21	Passive	44s 10c	—	—	Increases your Blocking Chance.
	Tale of Heroism	22	Theatre	48s 40c	—	—	This aura increases the Will and Fate of your fellowship.
	Critical: Rank 2	23	Passive	52s 90c	—	—	Increases your Critical Hit Chance.
	Anthem of Compassion	24	Anthems	57s 60c	60	—	Decreases the amount of threat you generate. You have a short window after playing a Tier 3 song to play an Anthem, and it will reset your ballad counter back to Tier 1.
	Evade: Rank 2	25	Passive	62s 50c	—	—	Increases your Evade Chance.
	Cry of the Chorus	26	Ballads	67s 60c	600	—	This skill enables you to jump into the middle of a ballad and choose any ballad Tier you wish.
	Cure Fear	26	Common	67s 60c	60	3	Your strong and unflappable spirit can dispel fear afflicting yourself or others.
	Parry: Rank 3	27	Passive	72s 90c	—	—	Increases your Parry Chance.
	Song of Soothing	28	Songs	78s 40c	30	25	The attention of your enemies will likely be less drawn towards you.
	Critical: Rank 3	29	Passive	84s 10c	—	—	Increases your Critical Hit Chance.
	Song of Aid	30	Songs	90s	600	—	This song enables the Minstrel to inspire his fellows to heroic feats, opening up skills to most classes, as well as enabling Lore-masters to use their Beacon of Hope more frequently at a lower cost to Morale.
	Triumphant Spirit	30	Healing	90s	900	—	A desperate cry instantly renews the Morale of your fellowship, but draws a large amount of attention to yourself.
	Accuracy: Rank 3	31	Passive	96s 10c	—	—	Increases your Accuracy.
	Ballad of Flame	32	Ballads	102s 40c	5.1	—	Tier 3 Ballad: A short song that gives your fellowship a bonus to their resistance to fire. This requires Tier 2 ballad effects to activate.
	Block : Rank 2	33	Passive	108s 90c	—	—	Increases your Blocking Chance.
	Song of Distraction	34	Songs	115s 60c	180	40	A song that can make your enemy become drowsy and not detect players until they are much closer than normal. This does not work against monsters already engaged in combat.



MINSTREL SKILLS							
	Skill Name	Level Awarded	Type	Training Cost	Recovery Time (Seconds)	Range	Description
	Critical: Rank 4	35	Passive	122s 50c	—	—	Increases your Critical Hit Chance.
	Ballad of the Stout	36	Ballads	129s 60c	4.9	30	Tier 2 Ballad: A short song that gives you a bonus to all your resistances and harms your foes. This requires a Tier 1 ballad effect to activate.
	Block : Rank 3	37	Passive	136s 90c	—	—	Increases your Blocking Chance.
	Still As Death	38	Theatre	144s 40c	600	—	You are talented at feigning death, causing enemies to ignore you.
	Accuracy: Rank 4	39	Passive	152s 10c	—	—	Increases your Accuracy.
	Anthem of the Valar	40	Anthems	160s	60	30	This Anthem calls upon a song to blast your enemies with an area-of-effect of light. You have a short window after playing a Tier 3 song to play an Anthem, and it will reset your ballad counter back to Tier 1.
	Block : Rank 4	41	Passive	168s 10c	—	—	Increases your Blocking Chance.
	Lay of the Hammerhand	42	Ballads	176s 40c	600	—	This lay enables you to take damage from your Power instead of Morale when tog gled. The name comes from the adage that those who know this lay were said to have been able to take a blow from Helm Hammerhand himself.
	Evade: Rank 3	43	Passive	184s 90c	—	—	Increases your Evade Chance.

CHISK (LEVEL 30)

STATS

Morale: 1,008
 Might: 44
 Will: 72
 Agility: 37
 Fate: 55
 Power: 965
 Vitality: 54

KEY MAGIC ITEMS

Dagger (15.2 DPS, +4 Might, +4 Vitality)
 Leather Gloves (Armour value 67, +4 Agility)
 Silver Ring (+4 Will, Adds 1.3 Morale Regeneration in non-combat)
 Wool Cloak (Armour value 64, +11 Fate)

CLASS TRAITS

Harmonious Melody
 Herald's Hammer
 Medium Armour Use

KEY SKILLS

Ballad of Vigour
 Herald's Strike
 Raise the Spirit (fellowship)
 Piercing Cry
 Ballad of Steel
 Ballad of Resonance
 Cry of the Valar
 Ballad of Balance
 Bolster Courage
 Anthem of the Free Peoples
 Tale of Heroism
 Cry of the Chorus
 Song of Aid





Minstrel Traits



Expect traits to open up as you climb levels and visit many places.

Minstrels have a variety of class lore quests, which open up abilities called “class traits.” Class traits are abilities that, when equipped, lend you bonuses. However, you can only equip up to five class traits at one time, and

each trait box is unlocked at a certain level. Class traits open at Levels 15, 19, 29, 33, and 39. It’s possible to unlock all the traits in the following table, but you’ll only be able to equip two of them at Level 19, and five of them at Level 39. Anyway, they are useful and interesting, and offer many options for tailoring yourself to the adventure at hand. The bards in the various towns will gladly change them around for you when needed—for a price, of course.

MINSTREL CLASS TRAITS

Name	Level Acquired	Condition of Granting	Effect #1	Effect #2	Effect #3	Effect #4
Harmonious Melody	1	Use Ballads 1500 times	Effect Duration of Ballads +5	In-Combat Morale Regeneration +.3	—	—
Herald’s Hammer	1	Smite with Herald’s Strike 700 times	Herald’s Strike effects doubled (2x Damage, 2x Healing)	Max Morale +50	—	—
Powerful Voice	2	Use Cries 300 times	Power Cost of Cries -5%	Max Power +65	—	—
Smooth Voice	2	Use Piercing Cry 600 times	Ballads of Vigour and Balance do no damage, but last longer	—	—	—
Unrelenting Pitch	2	Land Criticals with Piercing Cry 100 times	Critical with Piercing Cry stuns enemy	Max Morale +50	Piercing Cry Reset Timer -3	—
Strength of Voice	6	Use Ballad of War 500 times	Effect Duration of Tier 3 Ballads +10	In-Combat Morale Regeneration +.3	—	—
Focused Performance	7	Evade Attacks 300 times	Skill Induction Duration -10%	Fear Resistance +2%	—	—
Light in the Dark	8	Use Ballad of Resonance 1000 times	Tier 1 + Tier 2 Ballad Damage: +10%	Max Morale +50	—	—
Medium Armour-use	15	Quest	Able to Wear Medium Armour	Max Power +65	—	—
Life-singer	18	Use Healing Song Skills 1000 times	Morale-Renewing Skills: Power Cost -10%	In-Combat Morale Regeneration +.3	—	—
Graceful Demeanour	20	Use Enlivening Grace 100 times	For Enlivening Grace and Rally: Induction -2	Fear Resistance +2%	Targets Revive Morale +20%	Targets Revive Power +30%
Silver Tongue	26	Use Cry of The Chorus 125 times	Recharge Duration of Songs -3	Fear Resistance +2%	—	—



MINSTREL CLASS TRAITS						
Name	Level Acquired	Condition of Granting	Effect #1	Effect #2	Effect #3	Effect #4
Subtle Movements	28	Use Song of Soothing 300 times	Skill Use Threat -25	Max Power +65	—	—
Heralded Saviour	30	Use Song of Aid 400 times	This song is effective at lightening the hearts of fellows	Fear Resistance +2%	—	—
Glorious Anthem	30	Quest	Effect Duration of Anthems +15	In-Combat Morale Regeneration +.3	—	—
Battle-hymn	40	Use Anthem of The Valar 250 times	Pulls More Aggro	Morale Max +65	—	—

IDEAL VOCATION



Cooking will be part of your Yeoman repertoire.

become an Explorer, since you're always on the road, singing from tavern to tavern. No matter your choice, have fun with your decision.

The Yeoman plays into some of your class needs. First, you gain the tailor profession. Now you can spice up your wardrobe or, if you want to think practically, design your own leather armour to protect your skin. As a farmer, you can gather the raw materials for your cooking skills. Whether you treat it as a gourmet hobby or powerful profession to add even more buffs to your arsenal, cooking complements the rest of your daily routine quite nicely.

The field of crafting is wide open to a Minstrel. You could become a Historian, playing a musician in search of the lost arts, or you could

Combat and Level Guide



Hobbits don't like spiders, especially the biting kind.

A Minstrel is not made by singing and talking alone; you have to get out there. Here is some general advice to consider as you get started.

You should know the very basics of pulling.

Pulling is causing a

creature to attack, ideally from afar. For a Minstrel, it entails using one of your ranged attacks in order to pull the creature from afar, doing damage while he makes his way to you. Simple as that!

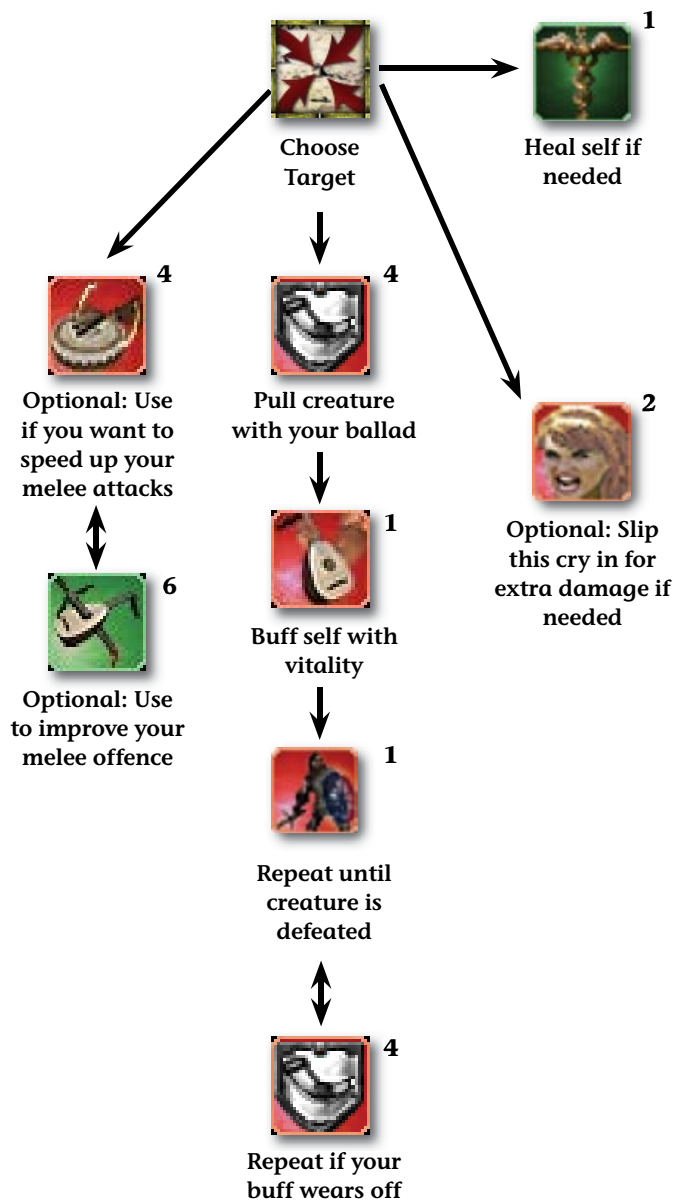
Help out the local folk! Going out of town and ridding the countryside of rats is all well and good, on your own, but it's also booooooring, and any old Hobbit can kill a boar or a wolf. Talk to the folk about town; there are almost always several people with quests for you. Grab those and work toward finishing them—you can kill boars on the way!



Back up your companions in a fight.



Beginner Combat Chart: Minstrel



Levels 1-3

When you first take up the class, you'll have only three main abilities at your disposal. You should have the melee ability Herald's Strike; the useful heal spell Raise the Spirit; and, of course, your first ballad, Ballad of Vigour. Thankfully, there aren't any great challenges awaiting you early on. Pulling a creature solo should look something like this:

1. Pull the creature at a distance with your Ballad of Vigour.
2. If you have the distance/time, hit the creature with your Ballad of Vigour again. This is replaced by another ballad as you gain more abilities, but the Ballad of Vigour has a fairly fast recast time—four seconds—and does decent damage.
3. When the creature is in melee range, hit it with a Herald's Strike.
4. Melee until the creature is dead, mixing in another Herald's Strike or Ballad of Vigour, if needed.
5. Of course, you can mix in your Raise the Spirit if you need any healing, but this should only be a problem if you have to take on more than one or two mobs.



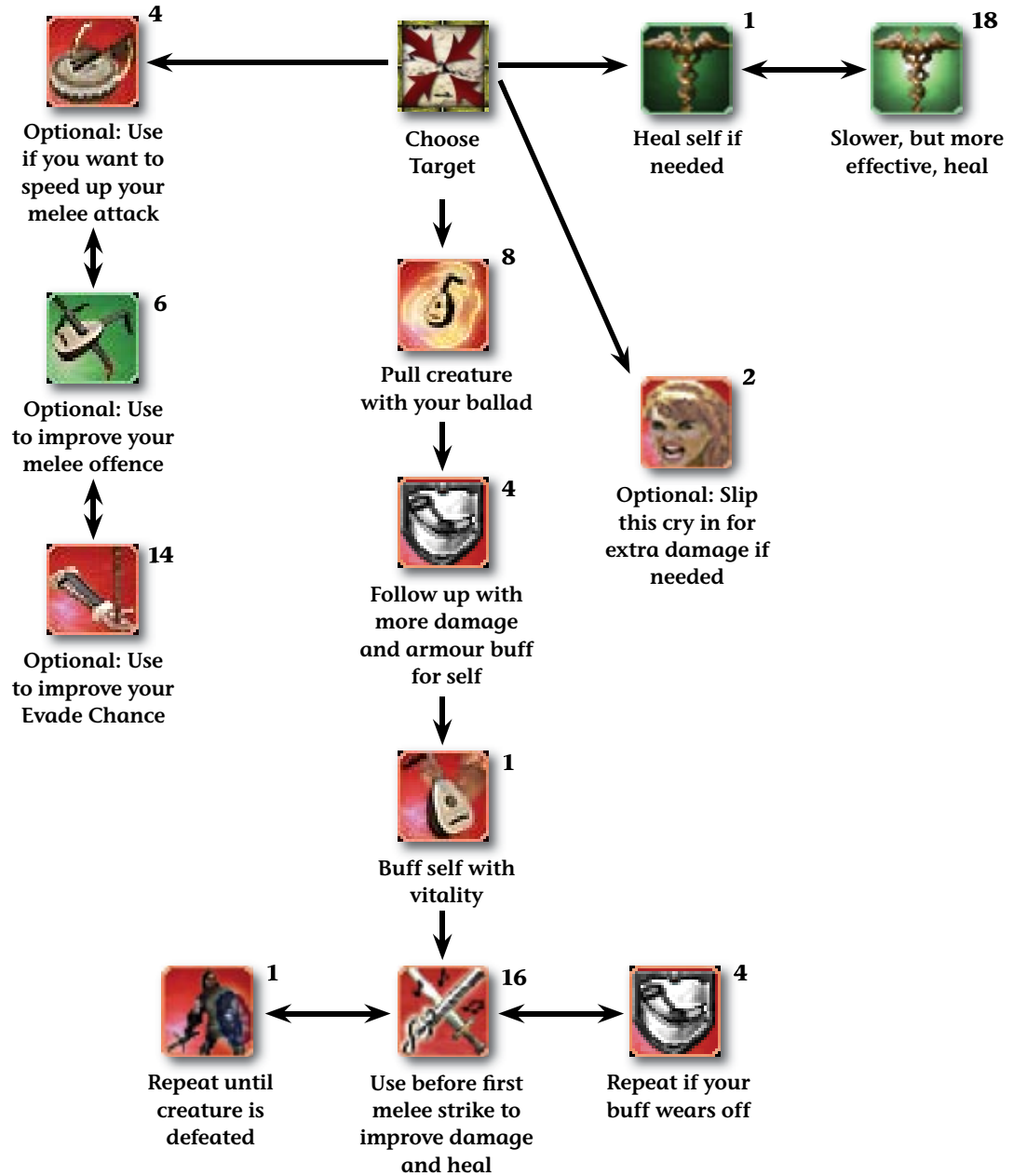
A Black Rider will be out of your league at low levels.

At Level 2, you gain the powerful Piercing Cry. This is a great instant-damage cry, and it does a high amount of damage, but don't mix it in with every pull because of the high recovery time on it—30 seconds! If you do get adds, though, it's very useful and can save your hide in a pinch.

Levels 4-7

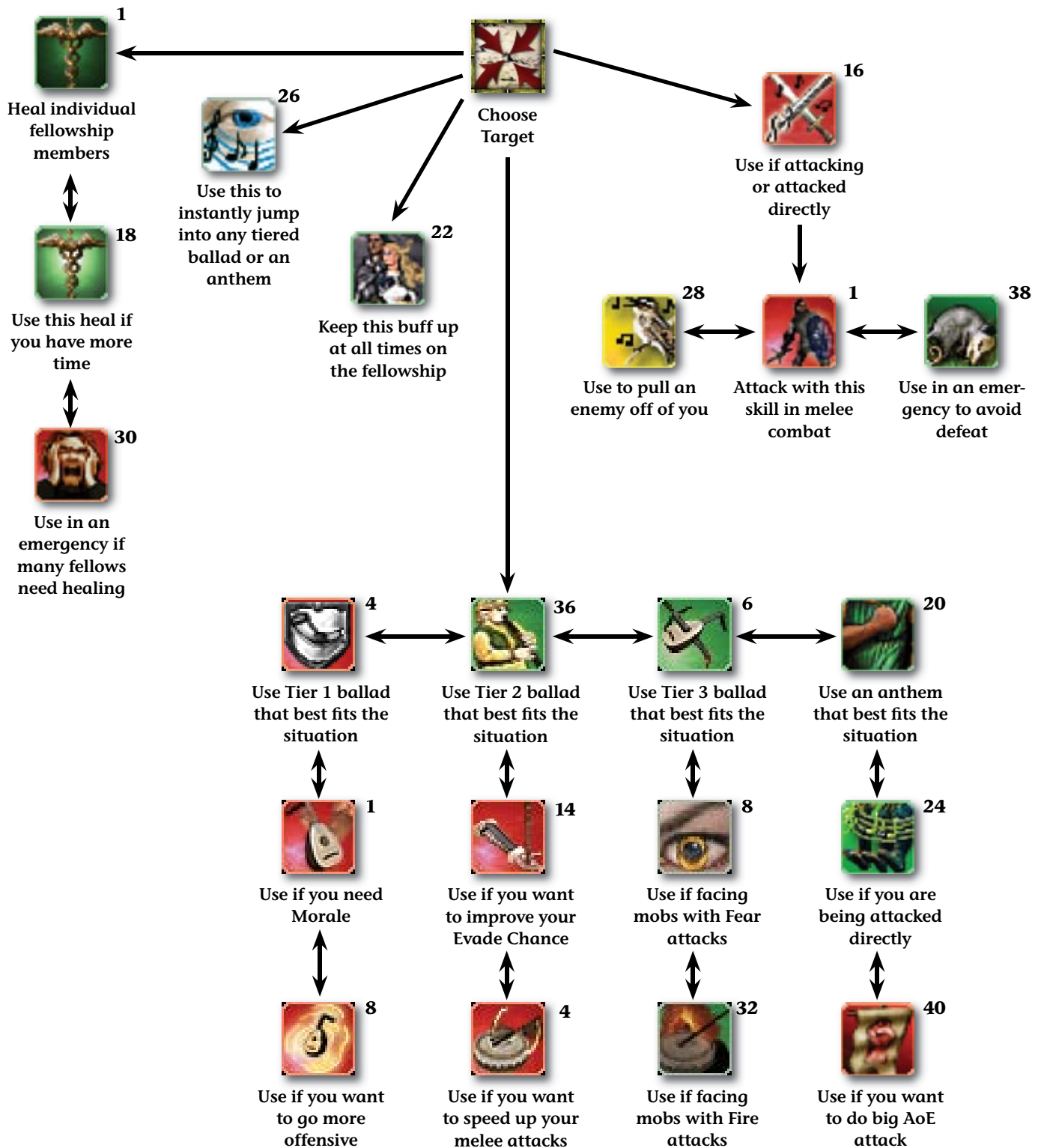
Aha! Two new ballads at Level 4: the Ballad of Steel and the Ballad of Swiftiness. Unfortunately, at this point, only the Ballad of Steel is really all that worthy. It increases your armour while doing instant damage. Don't stand around spamming everyone with the ballad, because even Man's ears are delicate and don't desire to hear the same ballad over and over—but using it as much as possible as circumstances permit is a good idea.

Advanced Combat Chart: Minstrel





Fellowship Combat Chart: Minstrel



The Ballad of Swiftess does good damage and is your first Tier 2 ballad, but it's not that useful, as it grants only a small boost to attack speed. Most of your damage will be coming from your ballads anyway, so boosts to attack speed aren't all that desirable. From Levels 4 to 6, pulling should look something like this:

1. Pull the creature at a distance with your Ballad of Steel.
2. Hit the creature with a Ballad of Vigour as he approaches.
3. Strike the creature with Herald's Strike once he's in melee range.
4. Cast another Ballad of Steel.
5. Melee until the creature is dead, mixing in another Herald's Strike or Ballad of Steel, if needed.

At Level 6 you'll be granted your first Tier 3 ballad, the Ballad of War. You can now play anthems! Unfortunately, you won't get your first anthem until you're a bit more seasoned (Level 20). The Ballad of War does give your melee damage a boost. It certainly needs it! However, it doesn't do instant Light damage like many of your ballads, and melee damage isn't exactly your forte. Nevertheless, it can help out in a prolonged battle when every ounce of even paltry minstrel damage might make the difference between victory and death.

Levels 8-15

After getting your two new ballads at Level 8, you are probably worthy of a tavern farther out than Michel Delving. The Ballad of Unshakeable Will seems like a waste early on, but it will be useful later in the game, so don't forget how to sing it! Ballad of Resonance, however, is your new favorite song. It adds to your magical damage, and as I've mentioned, we're all about magical damage, with just a wee bit of blade work thrown in there.

So, as you can see, how you weave your songs will start getting a bit more fun and interesting, as you're gaining new options nearly every other level. A basic pull might look something like this:

1. Pull the creature at a distance with your Ballad of Resonance.
2. Follow up with Ballad of Steel as it approaches.
3. Hit the creature with your Ballad of Vigour.
4. Strike the creature with your Herald's Strike when he is in melee range.
5. Sing another Ballad of Steel.
6. Melee until the creature is dead, mixing in another Herald's Strike or Ballad of Steel, if needed.

At Level 10, you gain Inspire Fellows. It's already very important as your second heal spell, but it's also a short-term buff that might save you or a fellow in time of need, subtracting from melee, magic, and ranged vulnerability. You'll have plenty of tools to see you to Level 14, and Fellowship Maneuvers come online at Level 12.



Avoid melee or prepare to patch up some scratches.

When you gain Level 15, you've reached your first real milestone as a Minstrel and will be well on your way. These tips should give you a firm foundation on how to plan out your battles. As you gain new skills, try them out in each situation and adjust your play style. Also, your role in solo play versus fellowship play is quite different, as you'll have to forego lots of offence to play the role of healer and support class in fellowships. Refer to the class skill chart for a list of your upcoming abilities and you'll always be prepared for that next step in your evolution as a Minstrel.



You have very little defence against ranged attacks.



CHISK (LEVEL 50)

STATS

Morale: 1,630 Agility: 57 Fate: 83
Power: 1,529 Vitality: 74
Might: 72 Will: 112

KEY MAGIC ITEMS

Amarthigil (+7 Fate, +7 Will, +7 Vitality)

Gold Armband of Pain (adds 35 to Max Morale, reflects a portion of damage back to the attacker)

Hat of the Rangers (Armour Value 62, +20 Vitality, +7 Agility, +7 Will)

Leggings of Mirkwood (Armour Value 171, +20 Agility, +7 Will, adds 36 to Max Power)

Lightfoot (Armour Value 205, adds 3% to Wound Resistance, adds 51 to Max Power)

CLASS TRAITS

Harmonious Melody Strength of Voice

Herald's Hammer Unrelenting

Medium Armour Use

KEY SKILLS

Ballad of Vigour Bolster Courage

Herald's Strike Anthem of the Free Peoples

Raise the Spirit (fellowship) Tale of Heroism

Piercing Cry Cry of the Chorus

Ballad of Steel Song of Aid

Ballad of Resonance Triumphant Spirit (fellowship)

Cry of the Valar Still as Death

Ballad of Balance Anthem of the Valar



A Song for the Company (Level 15)

You have been told by a Minstrel trainer to seek the teaching of Piper Prescott, an adventuring Minstrel of great ability. Piper Prescott, a renowned Minstrel, is often within the common room of the Prancing Pony inn, in the town of Bree.

Piper Prescott at the Prancing Pony sends you to speak with Leland Underhill at Bree's West Gate. Leland Underhill says that some brigands have stolen something of his, and he wants you to come with him to teach the brigands a lesson. Since you're a Minstrel, he urges you to come up with a song describing the events along the way. Mr. Underhill begins the instanced area against a handful of brigands and their leader. After Leland sufficiently defeats the brigands, it's back to Piper for a song upon the table in the inn, and your rewards. When you report back to Prescott, he writes down the song you told him and hands it back to you. Jump onto one of the nearby tables and use the item from your inventory to sing the song.

For your efforts, you'll walk away with 1 silver, 80 copper, a special one-handed club (8.8 DPS, +4 Will, +4 Fate, small chance to stun opponents), three Celebrant Selves, and the class trait Medium Armour use.

A Minstrel's Hope (Level 30)

Leigh Putnam of Trestlebridge has sent word from that embattled town seeking all those who can lighten the spirit even in the darkest of times—a skill in truly great demand for the unfortunates who live under constant threat of orc raiding parties across the North Downs.

Travel to Trestlebridge and speak with Leigh Putnam in town to aid in shoring up the defences of the town and lightening the grim mood of its people. Once in Trestlebridge, Leigh Putnam leads you to an instanced cave in order to convince a few refugees to return to the town. Unfortunately, orcs attack and you are forced to defend the refugees in order to secure your rewards. Hang back and let your two NPC helpers do most of the fighting, keeping them alive with your heals.

After a good workout against the orcs, you'll earn the following rewards: 17 silver and 85 copper pieces, 5 Greater Celebrant Selves, the Glorious Anthem class trait (increases the duration of your anthems by 15 percent and you gain 0.3 Morale Regeneration in combat). Plus, you can choose between the Plumed Hat (light armour value of 33, +18 Will, +5 Fate) or the Flared Helmet (medium armour value of 59, +18 Vitality).

You still have a lot to learn, but you are feeling the call of the road even now. Why else would you want to walk the path of the Minstrel? Anyway, good luck out there; it's a big world, with plenty of danger lurking, but make some friends, learn all you can, and you'll be just fine. Take care!

Class Quests

When you reach two important levels, 15 and 30, talk to your Minstrel trainer as soon as possible. You'll be given special class quests at these levels, and even better rewards upon completion. You'll be whistling a sweet tune soon....



Your Minstrel quests all start at the trainer.

Articles of Harmony & Implements of Song (Level 45)

Another set of class quests become available at Level 45; by completing these quests, you gain access to a weapon and a piece of armour/trinket custom-made for Minstrels. Speaking to your class trainer at Level 45 will start you on the path for these quests. When you complete each of these, you will then receive the quest "A Lesson from Lindir," which rewards you with another Legendary Minstrel Trait: Fellowship's Heart.

The Articles and Implements quests are long and involved quests with three waves of item collections. For the second and third waves, which send you into incredibly dangerous regions (including high-level dungeons), the items are not bound to you on acquisition, so you can buy and sell them at the auction hall.

THE FINEST MELODY IS UNDERSTANDING

Bestowed: Minstrel Class Trainers.

Objective 1: Talk to Baillindiel in Celondim in Ered Luin.

ARTICLES OF HARMONY

Bestowed: Baillindiel.

Objective 1: Collect Matted Snowbeast-furs x12 (from Snowbeasts in the Misty Mountains, near the source of the Bruinen). Collect Brimstone-tinged Tarkrip-plates (from Tarkrip goblins, in Angmar: in Malenhad).

Objective 2: Bring the first set of components to Baillindiel.

Objective 3: Collect Clouded Worm Eyes x20 (from Worms in Angmar: in Gorohtlad and Malenhad). Collect Revered Wight-remains x15 (from Angmar: in Imlad Balchorth, Himbar, Nan Gurth and Carn Dûm).

Objective 4: Bring the second set of components to Baillindiel.

Objective 5: Collect Goblin-badges of Rank (from Akrûr, a goblin boss in Urugarth). Collect Ashen Gorthorog-horn (from Târlug, Gorthorog boss in Carn Dûm).

Objective 6: Bring the final set of components to Baillindiel.

IMPLEMENTS OF SONG

Bestowed: Baillindiel.

Objective 1: Collect Chipped Rock-worm Fangs x12 (from Worms near the source of the Bruinen, in the Misty Mountains). Collect Narglup's Blunted Tooth (from Narglup in Fasach-larran, in Angmar).

Objective 2: Bring the first set of components to Baillindiel.

Objective 3: Collect Corrosive Droplets x5 (from Brimstone-leeches in Carn Dûm). Collect Splintered Warg-claws x15 (from wargs in Angmar: in Gorohtlad, Nan Gurth, and Urugarth). Collect Grisly Bat-talons x5 (from bats in Himbar and Carn Dûm).

Objective 4: Bring the second set of components to Baillindiel.

Objective 5: Collect Emblem of Ritual (from Morthrâng, uruk boss in Urugarth). Collect Rune of Winged Dominance (from Mormoz, morroval boss in Carn Dûm).

Objective 6: Bring the final set of components to Baillindiel.

When you complete both the Articles and Implements quests, the following quest becomes available:

A LESSON FROM LINDIR

Bestowed: Baillindiel.

Objective 1: Talk to Lindir (in the Hall of Fire, in Rivendell). Lindir rewards you with Fellowship's Heart, the fourth Legendary Minstrel Trait.

LEGENDARY TRAITS						
Name	Trait Effects	Quest Name	Quest Level Requirement	Quest Giver	Pages 1-4 Dropped from	Pages 5-8 Dropped from
Rally!	A better Revive Fellow From Defeat Skill, Power Cost: 500	Melodies of The Valar	45	Lindir	Morroval (Western Ram Duath)	Goblins (Misty Mountains)
Song of the Hopeful Heart	Reduce the Dread of an Area, Duration: 10 Mins, Power Cost: 1, Recovery Time: 10 Mins	The Rising Chord	45	Lindir	Orcs (West Angmar)	Wights (East Angmar)
Anthem of the Istari	AOE (Up to 5 Targets), Damage: 31 Light, Target's Movement Speed -30%, Target's Attack Speed: -20%, Lasts 30 secs, Power Cost: 10, Recovery Time: 10 mins, Max Range: 40	Valour's Marches	45	Lindir	Random drops from level 39+ sentient mobs	Random drops from level 39+ sentient mobs
Fellowship's Heart	Removes All Fear, Fellowship Immune to Fear for Short Time, Heals 32 Damage initially and per 3 second for 30 secs, Power Cost: 34, Recovery Time: 30 mins, Radius: 20	—	50	—	—	—



Crafting

It's nighttime in Bree, and your local kinsmen are either asleep or hanging around the Prancing Pony chatting. Tonight, other adventurers will have to cut the dead limbs off the Barrow-downs wights and keep the roadside brigands in check. But what's an experience-hungry player supposed to do when soloing has temporarily stopped and the current fellowship forays don't interest you? Or maybe you're short on coins and would just love to upgrade your chest armour or off-hand weapon? Or perhaps you enjoy working with your hands to produce some of the finest goods in the land?



Craft skills aren't just for rural folk.

All these are valid reasons to pick up a vocation aside from adventuring. The crafting system in *The Lord of the Rings Online* gives the player a wealth of options to make money and create valuable items, or it can be a fun hobby to do in your spare time. There are seven crafting vocations, each of which consists of three individual professions. Some, like Explorer, have two gathering professions (Forester and Prospector) and one major profession (Tailor). Others have two major professions and one gathering profession, such as Historian with its majors Scholar and Weaponsmith, and its minor in farming. You can only take up one vocation at a time, however you are always free to switch your vocation.

THE PROFESSIONS	
Vocation	Professions
Explorer	Forester, Prospector, Tailor
Yeoman	Cook, Farmer, Tailor
Woodsman	Farmer, Forester, Woodworker
Tinker	Cook, Jeweller, Prospector
Armourer	Metalsmith, Prospector, Tailor
Armsman	Prospector, Weaponsmith, Woodworker
Historian	Farmer, Scholar, Weaponsmith

Each of the crafting professions advances in the following order, from lowest to highest: Apprentice, Journeyman, Expert, Artisan, and Master. You must reach the higher tiers of a profession before you can craft certain items and gather some resources. Gathering resources does not award crafting experience towards the goal of reaching the next tier of a profession; executing recipes gives you experience towards reaching the next tier of your profession. When you have earned enough crafting experience, you will unlock the next tier of the profession, allowing you to use new recipes. Once this happens, you must craft items using these new higher tier recipes in order to continue advancing.

There are two levels to each crafting tier: Proficiency and Mastery. You cannot become a Master Apprentice until you attain proficiency as an Apprentice (reached 200 experience). You cannot become a Master Journeyman until you attain proficiency as a Journeyman (reached 280 experience) and have mastered Apprentice (reached 400 experience). You cannot become a Master Expert until you attain proficiency as an Expert and have mastered both Apprentice and

Journeyman. You cannot become a Master Artisan until you attain proficiency as an Artisan and have mastered all three lower tiers. Finally, you cannot become a Grand Master until you attain proficiency as a Master and have mastered all four lower tiers.

CRAFTING TIERS		
Tier	Proficient Skill Level	Master Skill Level
Apprentice	200	400
Journeyman	280	560
Expert	360	720
Artisan	440	880
Master	560	1020

Whether you live in the cold mountains of Thorin's Gates or the warm fields of the North Downs, each profession requires the use of certain tools. For example, the Tinker needs Cooking Supplies to fry up some food, Jeweller's Tools to cut gemstones, and the Mining Pick to gather raw ore. These tools seem expensive up front, but they are the only ones you ever have to buy. You will, however, have to repair them just as you would any other piece of equipment. Each use slightly degrades the tool's durability; it's a good idea to get into the habit of repairing them on each trip back to town.

To use your tool, it must be equipped in the crafting slot on your Character panel. Depending on how aggressively you pursue your vocation, you may find yourself swapping tools out often, so keep them in your first bag, and keep it open. In addition to the tools you must buy, there are stationary crafting areas such as the forge and the workbench. You just need to be near these to use them, and they

are free. If you right-click on the forge or workbench, the crafting window pops up with that facility's appropriate crafting options.

You will be Level 6 or higher before you can reach a town that has crafting areas. If you have extra cash and are having trouble finding supplies, visit one of a few specialized crafting areas. In the Shire's Overhill, a pair of friendly Hobbits will collect hides for you. In Bree-land's Combe, a pair of lumberjacks offer their services for gathering wood. In Ered Luin's Duillond, a pair of librarians will research for you, while at the Silverdeep Mine at Thorin's Gate, certain Dwarves will help you dig some ore for your crafting purposes.

Cook

The Cook is the easiest profession to start with. Everything you need for the Apprentice tier is available in the crafting area around town ovens. You should already have Cooking supplies that were given to you when you chose your vocation, however better crafting tools can be purchased from a Novice Cook or Supplier.



Cities in high-level regions, like Esteldin in the North Downs, will contain Expert or better Cooks.

When you're ready, set yourself up near the oven. A Novice Cook can supply you with many recipe ingredients. A player with the Farming profession can grow fruits and vegetables that can be used as ingredients in certain recipes. If you're a Hunter and can make a campfire, cooking trail foods will be cheaper, since there are fewer ingredients. If you cannot find a Hunter to build you a fire, then you can still use some of your recipes to create advanced cooking ingredients or cooked foods.

TIP Since Hunters can make campfires, cooking is a useful subprofession for Hunters. Whipping up trail foods on your campfire can give you health buffs out in the wilderness.

In addition to gaining a nutritious buff, food provides you with the following crafting experience points toward your next level:

Cooked Food will give you 6-8 experience points upon completion.

Ingredients will give you 6 experience points upon completion.

Trail Food will give you 6-8 skill points upon completion.

Players receive a buff upon consuming any food item. Cooked Foods give a buff to Morale and Power Regeneration when out of combat, and may also provide an in-combat Morale and/or Power replenishment buff. Trail Foods typically provide a boost to your Agility, Might, or Vitality. The strength of the buff depends on the food's level and whether it is of regular or superior quality. Superior foods are made when you have a critical success while executing a recipe. Remember that a critical success can only be produced when you have mastered that tier, and that by default you have a 5 percent chance to critically succeed on a recipe.

There are Novice Cooks in Michel Delving, Buckland, Bree, and Combe. There are ovens all over the place; some have cooks near them, while others do not. An Expert Cook can be found in the North Downs' Esteldin and The Shire's Michel Delving.

When you first start out as a Cook, make mushroom pies to earn crafting experience points quickly. You will need one pie crust (which you must make), one common mushroom, and one fresh carrot. To make the pie crust, you need one coarse flour, one chicken egg, one lard, and one water—all of which you can purchase from a Novice Cook. If you are a Farmer, you can harvest the carrots, or you can buy them.

Make 15 pie crusts and then make 15 mushroom pies. This should get you to the end of Tier 1. You must complete a quest to get any farther. Talk to the Novice Cook to get the quest you need. It's the first of several quests that will allow you to advance even further as a Cook.

A Taste of Skill (Part I)

After you earn 200 skill points as an Apprentice, a Novice Cook gives you a quest: You must seek out Alken Chubb at the Green Dragon Inn in the village of Bywater. Grab a horse or your walking boots and head to the Shire. Along the road in Bywater is the Green Dragon Inn, and Chubb is in the main room. To finish this quest, merely find Alken and speak to him. You will complete the Proficiency level of Apprentice and be able to continue toward Apprentice mastery; you can also begin leveling as a Journeyman Cook.

A Taste of Skill (Part II)

After you reach Proficiency in Journeyman (Tier 2), you can pick up a quest from any Novice Cook. The quest asks you to return to Alken Chubb at the Green Dragon Inn in Bywater. He tasks you with making some Serene Stew. He gives you a recipe for the stew and a set of instructions for getting the ingredients. You can purchase everything from provisioners and Novice Cooks, except for the mountain basil. For this, you must journey to the Lone-lands and climb to the top of Weathertop. There you see the herb growing and can pick it. There are orcs and ravens along the way, so be prepared to fight your way to the top. This is a Level 20 quest; if you are not yet Level 20, you can get a few friends to help you.



When you have all the ingredients, make the stew and head back to Alken Chubb. You complete the Journeyman Proficiency level and can keep the Serene Stew recipe. Unfortunately, you cannot make the stew again; the mountain basil can only be picked for this quest, but you can boast to all your friends that you can make it.

A Taste of Skill (Part III)

When you reach 360 skill in Expert, you can acquire this quest from a Novice Cook. You must track down Rollo Hamson outside his home in Buckland. Once you enter the gates, his home is the first on the right. Speak to Rollo to complete the Expert Proficiency level; you also gain the ability to make Artisan recipes. To make Artisan dishes, you must find an Expert Cook and a superior oven. However, you cannot yet use the superior oven, and must complete The Short Order Cook in order to gain access to it. An Expert Cook and a superior oven can be found in Michel Delving in The Shire.

The Short Order Cook

This quest opens up usage of the superior ovens for your Cook. First, seek out Rollo Hamson in Buckland again. He wants you to help out five of his friends who own inns around the Shire. He gives you a list of their names, the inns, and the inn locations. Find each person and speak to them to find out what they need.

Chubb wants three pork sausages and two vegetable medleys. Hollowbanks wants three complete Hobbiton Breakfasts and two blueberry muffins. Proudfoot wants two marinated chicken breasts and three spiced potatoes. Burrows wants two salted beef delights and two Shire rations. Bunce wants one mushroom pie, three stuffed cabbages, and one spiced apple pie.

After creating all the items, make your rounds back to each inn to deliver the goods. Rollo's friends will be pleased with the food. Head back to Buckland to speak to Rollo Hamson once more.



Cook up Trail Foods on a campfire.

A Taste of Skill (Part IV)

After you finish the quest to open up the superior ovens, and provided you are at 440 skill in Artisan, you can now get the quest to open up the Master (Tier 5) level of Cooking. You must speak to the Expert Cook to start the quest. She tells you to find Pasco Grubb, a renowned cook in the Shire, who can teach you Master Cooking. Pasco is located in the crafting area of Michel Delving, near the superior oven. Of course, Pasco has a quest for you to complete before he will teach you anything.

It's time to prepare a Roast of Heroes. Gather the ingredients and cook the roast; if Pasco enjoys it, you acquire the next tier. First, you need to acquire seasonings and a giant boar flank from the Trollshaws. The boar flank will be the biggest problem in this quest. You can get the quest at almost any level, but if you are lower than Level 40, you will need your friends' help to complete it.

To find the giant boar flank, head to the Trollshaws. Travel east into the Trollshaws into the High Moor area to an area called Giant Valley. This is the home to giant grey stonehoofs (Levels 37–40). It is also home to dragon-kind, elite mobs, and many elite trolls. Be careful when treading these hills. Kill the stonehoofs until you get a giant boar flank.

Travel back to Michel Delving and pick up some Savory Seasonings from an Expert Cook. Use the superior oven to make the Roast of Heroes. After you make the roast, take it to Pasco. Now that you are a Master Cook, get ready to make some Lembas!

APPRENTICE COOKING					
Recipe	Type	Ingredients	Facility Required	Item(s) Produced (Normal)	Item(s) Produced (Critical)
Hard Biscuit	Cooked	2 Coarse Flour, 1 Water, 2 Chicken Eggs, 1 Fresh Butter	Oven	14.3 Morale and 6.8 Power Regeneration when out of combat	16.4 Morale and 7.8 Power Regeneration when out of combat
Mushroom Pie	Cooked	4 Common Mushrooms, 1 Yellow Onion, 1 Fresh Carrot, 1 Pie Crust	Oven	14.3 Morale and 6.8 Power Regeneration when out of combat	16.4 Morale and 7.8 Power Regeneration when out of combat

APPRENTICE COOKING

Recipe	Type	Ingredients	Facility Required	Item(s) Produced (Normal)	Item(s) Produced (Critical)
Roast Pork	Cooked	1 Yellow Onion, 1 Common Mushroom, 1 Pork Shank	Oven	14.3 Morale and 6.8 Power Regeneration when out of combat	16.4 Morale and 7.8 Power Regeneration when out of combat
Pie Crust	Ingredients	1 Lard, 2 Chicken Eggs, 1 Water, 2 Coarse Flour	—	—	—
Fried Mushrooms	Trail	1 Fresh Butter, 5 Common Mushrooms	Campfire	+3 Agility	+5 Agility
Eggs & Onions	Trail	3 Chicken Eggs, 2 Yellow Onions, 1 Fresh Butter	Campfire	+3 Might	+5 Might
Cooked Carrots	Trail	3 Fresh Carrots, 1 Water	Campfire	+3 Vitality	+5 Vitality

JOURNEYMAN COOKING

Recipe	Type	Ingredients	Facility Required	Item(s) Produced (Normal)	Item(s) Produced (Critical)
Coney Pie	Cooked	1 Pie Crust, 1 Marinated Coney, 1 Spiced Potato	Oven	15.6 Morale and 6.8 Power Regeneration when out of combat	17.9 Morale and 7.8 Power Regeneration when out of combat
Blueberry Muffin	Cooked	1 Coarse Flour, 1 Fresh Butter, 1 Chicken Egg, 1 Blueberry	Oven	15.6 Morale and 6.8 Power Regeneration when out of combat	17.9 Morale and 7.8 Power Regeneration when out of combat
Stuffed Cabbage	Cooked	1 Cabbage, 1 Pork Shank, 1 Yellow Onion	Oven	15.6 Morale and 6.8 Power Regeneration when out of combat	17.9 Morale and 7.8 Power Regeneration when out of combat
Marinated Coney	Ingredients	1 Coney, 1 Vegetable Oil, 1 Shire Seasoning	—	—	—
Spiced Potato	Ingredients	2 Taters, 1 Shire Seasoning	—	—	—
Pork Sausage	Trail	1 Raw Pork Sausage, 1 Vegetable Oil	Campfire	+9 Agility	+14 Agility
Coney Stew	Trail	1 Marinated Coney, 1 Fresh Carrot, 1 Spiced Potato, 1 Water, 1 Yellow Onion	Campfire	+9 Might	+14 Might
Complete Hobbiton Breakfast	Trail	1 Spiced Potato, 1 Chicken Egg, 1 Raw Pork Sausage, 1 Common Mushroom, 1 Uncooked Bacon, 1 Lard	Campfire	+9 Vitality	+14 Vitality

EXPERT COOKING

Recipe	Type	Ingredients	Facility Required	Item(s) Produced (Normal)	Item(s) Produced (Critical)
Steak and Kidney Pie	Cooked	1 Pie Crust, 1 Cut of Beef, 1 Lamb Kidney, 1 Green Onion	Oven	16.9 Morale and 6.8 Power Regeneration when out of combat	19.4 Morale and 9 Power Regeneration when out of combat
Hard Tack Rations	Cooked	2 Coarse Flour, 1 Tater, 1 Lard, 1 Salt, 1 Water	Oven	16.9 Morale and 6.8 Power Regeneration when out of combat	19.4 Morale and 9 Power Regeneration when out of combat



EXPERT COOKING					
Recipe	Type	Ingredients	Facility Required	Item(s) Produced (Normal)	Item(s) Produced (Critical)
Beef Stew	Cooked	1 Cut of Beef, 1 Tater, 1 Green Onion, 1 Hearty Stock, 1 Common Mushroom	Oven	16.9 Morale and 6.8 Power Regeneration when out of combat	19.4 Morale and 9 Power Regeneration when out of combat
Hearty Stock	Ingredients	2 Lamb Bones, 1 Shire Seasoning, 1 Lard	—	—	—
Marinated Beef	Ingredients	1 Cut of Beef, 1 Shire Seasoning, 1 Green Onion, 1 Vegetable Oil	—	—	—
Delicious Crispy Bacon	Trail	2 Uncooked Bacon, 1 Lard	Campfire	+15 Agility	+23 Agility
Pork Chops	Trail	2 Uncooked Pork Chops, 1 Vegetable Oil	Campfire	+15 Might	+23 Might
Vegetable Medley	Trail	2 Common Mushrooms, 1 Yellow Onion, 1 Green Onion, 1 Cauliflower, 1 Vegetable Oil	Campfire	+15 Vitality	+23 Vitality

ARTISAN COOKING					
Recipe	Type	Ingredients	Facility Required	Item(s) Produced (Normal)	Item(s) Produced (Critical)
Shire Rations	Cooked	1 Roasted Chicken, 1 Spiced Apple Pie, 1 Sharp Cheese	Oven	18.2 Morale and 7.8 Power Regeneration when out of combat	20.9 Morale and 9 Power Regeneration when out of combat
Spiced Apple Pie	Cooked	1 Pie Crust, 1 Apple Filling	Oven	18.2 Morale and 7.8 Power Regeneration when out of combat	20.9 Morale and 9 Power Regeneration when out of combat
Stew of Kings	Cooked	1 Marinated Chicken Cutlet, 1 Hearty Stock, 1 Spiced Potato	Oven	18.2 Morale and 7.8 Power Regeneration when out of combat	20.9 Morale and 9 Power Regeneration when out of combat
Marinated Chicken Cutlets	Ingredients	1 Uncooked Chicken, 1 Hearty Stock, 1 Fine Seasoning, 1 Vegetable Oil	—	—	—
Apple Pie Filling	Ingredients	2 Shire Apples, 1 Honey, 1 Cinnamon	—	—	—
Salted Beef Delight	Trail	1 Cut of Beef, 1 Fine Seasoning, 4 Salt	Campfire	+21 Agility	+32 Agility
Hobbiton Omelet	Trail	3 Chicken Eggs, 1 Green Onion, 1 Sharp Cheese, 1 Delicious Crispy Bacon	Campfire	+21 Might	+32 Might
Roasted Chicken	Trail	1 Uncooked Chicken, 1 Fine Seasoning	Campfire	+21 Vitality	+32 Vitality



MASTER COOKING					
Recipe	Type	Ingredients	Facility Required	Item(s) Produced (Normal)	Item(s) Produced (Critical)
Lembas	Cooked	2 Blessed Elf Flour, 1 Fine Clover Honey, 1 Water	Superior Oven	18.2 Morale and 7.8 Power Regeneration when out of combat	20.9 Morale and 9 Power Regeneration when out of combat
Perfect Pie	Cooked	1 Pie Crust, 1 Berry Pie Filling, 1 Fine Clover Honey	Superior Oven	18.2 Morale and 7.8 Power Regeneration when out of combat	20.9 Morale and 9 Power Regeneration when out of combat
Ultimate Carrot Cake	Cooked	1 Blessed Elf Flour, 1 Fine Clover Honey, 1 Tasty Frosting, 2 Fresh Carrots, 1 Fresh Cream, 1 Chicken Egg	Superior Oven	18.2 Morale and 7.8 Power Regeneration when out of combat	20.9 Morale and 9 Power Regeneration when out of combat
Berry Pie Filling	Ingredients	2 Strawberries, 1 Raspberry, 1 Blackberry, 1 Rhubarb, 1 Raspberry, 1 Fine Clover Honey	—	—	—
Tasty Frosting	Ingredients	1 Chicken Egg, 1 Cinnamon, 1 Fresh Butter, 1 Fine Clover Honey	—	—	—
Delicious Steak	Trail	2 Cuts of Beef, 1 Savory Seasoning	Campfire	+27 Agility	+41 Agility
Feast of Rohan	Trail	1 Delicious Steak, 1 Masterful Mash, 1 Stew of Kings	Campfire	+27 Might	+41 Might
Masterful Mash	Trail	3 Golden Shire Tater, 1 Lard, 1 Fresh Butter	Campfire	+27 Vitality	+41 Vitality

Farmer

This is one of the more complex professions out there, but it's loads of fun. Farming can require a serious investment of coin to get started in, but other players, especially Cooks, will be very interested in bartering for your crops. You must purchase all your materials from Novice and Expert Farmers. As a Farmer, you can plant either vegetables or pipe-weed. Vegetables are used as ingredients in Cooking recipes. Pipe-weed can be used to produce some neat smoke effects.



Only certain fields can grow the crops you want.

If you're looking for farmland, head out of Staddle toward the Midgewater Marshes in Bree-land. A couple of houses down you'll see a vendor on the map to your left. That's a Novice Farmer. Right next to him is vegetable farmland and a little ways past is a pipe-weed field. In The Shire at Delving Fields, you will see a Novice Farmer by a house, a vegetable field on one side, and a pipe-weed field on the other. There is another set of fields north of Hobbiton at the Grange. It is a superior field and has both a Novice Farmer and an Expert Farmer nearby, along with a superior workbench. When you reach a field, a small icon appears under your Morale bar; this indicates that you are standing in a pipe-weed or vegetable field.

You will receive six crafting experience points for every field planted. You will receive eight crafting experience points for every fair bushel harvested into vegetables or pipe-weed at a workbench. You will receive two crafting experience points for every poor bushel harvested back into seeds at a workbench.



Be careful when you are planting. Planted fields only last for so long, so if you plant more than two, they may disappear before you can harvest them all. If you are heading out to fight foes and are not planning to use your crafting tool, then leave it in the vault. Those repairs can add up. If your crafting tool is still in the crafting slot, it will take damage to Durability. If the tool is sitting in your pack, it will also take damage to its durability if you are defeated.

TIP Cash crops exist in Middle-earth too. Farmers can pocket more than a few coins from farming strawberries and other items required as components in other crafting vocations. Gathering raw materials in general—ore with the Prospector and wood with the Forester—pays off if you pursue it long enough.

Novice

When you're ready to begin advancement in the Farming profession, you will need Farming Tools and access to a specific type of farmland. Begin by finding a farm area with a Novice Farmer. You will start out with recipes for yellow onions and pipe-weed. The Novice Farmer sells seeds and other ingredients you need; you can also buy recipes to produce other types of crops. South of Combe is an area called Staddle. There you will find a farmhand who sells the recipes for carrot fields, carrot crops, and carrot seeds. You should purchase all three, which are used in producing carrots. Initially, you must buy the ingredients to make a carrot field. You will need six carrot seeds, two fertilizer, and one water for farming.

Walk into the nearby field and plant your crop. This takes about 30 seconds, after which you will have a harvestable resource. Right-click on the field to obtain bushels of fair carrots and bushels of poor carrots.

After collecting all of the bushels, return to the farmhand; there you should see a workbench. Walk up to it and use your carrot seed recipe as many times as possible, turning your poor bushels into seeds for planting. Use your carrot crop recipe to produce fresh carrots. Keep doing this until you either run out of money or you max out the first crafting tier.

There isn't a quest to go onto the second farming tier, so work on your skills with the same tools in your present location. As an option, you can use Soil of Rivendell (which the farmhand sells) to give you about a 50 percent increase in your harvest. It costs a bit to do it, but the reward may be greater than the cost.

When you near the end of your crafting tier, watch that you are still receiving craft points for your creations. Some tasks stop giving you points. If this occurs, move your character from the field or workbench to save your **CAUTION** materials for when you can increase in skill again.

Apprentice

To earn Proficiency in the Apprentice tier (0-200 experience) of Farming, you can either plant onions or pipe-weed (Longbottom Leaf or Southlinch). You must first purchase the seeds, fertilizer, and water from a Novice Farmer (these are always located near the fields). Then head over to the fields and plant your seeds, watch them grow, and harvest them. You earn six crafting experience points for every field you plant, two points for turning a poor bushel into seeds, and eight points for turning a fair bushel into food. For each harvest, you will gather bushels of poor or fair crops. You have a chance of gathering anywhere from 2 to 11 bushels per harvest. You gather a random amount with each planting, but you'll usually get only two to five bushels per harvest. A poor bushel will net you three seeds, and a fair bushel will net you four of the crop.

With your harvests, head over to the workbench and use it to make seeds and fresh vegetables from the bushels you collected. After you earn 200 crafting experience points, you will be proficient in The Apprentice tier and will also become a Journeyman Farmer. Now you can purchase new recipes for other vegetables and pipe-weed from the Novice Farmer.

Journeyman through Master

You will need to continue as you did with Apprentice, just farm items from the tier that you are leveling in. It does not really matter what items you farm, unless you are a Cook and want to farm items you need to cook with. After you earn proficiency in each tier, you can purchase new farming recipe scrolls from Novice or Expert Farmers.



Visit the Master of Apprentices to take up a vocation.

Critical Mastery

After you master the second level of Apprentice, you can use Soil of Rivendell in the Mastery Option tab. This gives you a 100 percent chance of critical success when planting seeds. It takes three Soils of Rivendell per planting, and at 56 coppers each, this is not a cheap endeavor. Critical success will give you more fair bushels and more bushels in general. In your backpack, you must have either Soil of Rivendell or Soil of Lórien in order to use the Critical Mastery tab in your Crafting window.

APPRENTICE FARMING				
Recipe	Type	Ingredients	Facility Required	Item(s) Produced
Yellow Onion Field	Vegetable	6 Yellow Onion Seeds, 1 Water for Farming, 2 Fertilizer	—	Fair Bushel of Yellow Onions, Poor Bushel of Yellow Onions, or both
Yellow Onion	Vegetable	1 Bushel of Fair Yellow Onions	Workbench	Yellow Onions
Yellow Onion Seed	Vegetable	1 Bushel of Poor Yellow Onions	Workbench	3 Yellow Onion Seeds
Carrot Field	Vegetable	6 Southlinch Seeds, 1 Water for Farming, 2 Fertilizer	—	Fair Bushel of Carrots, Poor Bushel of Carrots, or both
Fresh Carrot	Vegetable	1 Bushel of Fair Carrots	Workbench	Fresh Carrots
Carrot Seed	Vegetable	1 Bushel of Poor Carrots	Workbench	3 Carrot Seeds
Mushroom Field	Vegetable	6 Mushroom Seeds, 1 Water for Farming, 2 Fertilizer	—	Fair Bushel of Common Mushrooms, Poor Bushel of Common Mushrooms, or both
Common Mushroom	Vegetable	1 Bushel of Fair Mushrooms	Workbench	Common Mushrooms
Mushroom Seed	Vegetable	1 Bushel of Poor Mushrooms	Workbench	3 Mushroom Seeds
Southlinch Field	Pipe-weed	6 Southlinch Seeds, 1 Water for Farming, 2 Fertilizer	—	Fair Southlinch Plants, Poor Southlinch Plants, or both
Southlinch Pipe-weed	Pipe-weed	1 Fair Southlinch Plant	Workbench	Southlinch Pipe-weed
Southlinch Pipe-weed Seed	Pipe-weed	1 Poor Southlinch Plant	Workbench	3 Southlinch Pipe-weed Seeds
Longbottom Leaf Field	Pipe-weed	6 Longbottom Leaf Seeds, 1 Water for Farming, 2 Fertilizer	—	Fair Longbottom Leaf Plants, Poor Longbottom Leaf Plants, or both
Longbottom Leaf Pipe-weed	Pipe-weed	1 Fair Longbottom Leaf Plant	Workbench	Longbottom Leaf Pipe-weed
Longbottom Leaf Seed	Pipe-weed	1 Poor Longbottom Leaf Plant	Workbench	3 Longbottom Leaf Seeds
Sweet Lobelia Field	Pipe-weed	6 Sweet Lobelia Seeds, 1 Water for Farming, 2 Fertilizer	—	Fair Sweet Lobelia Plants, Poor Sweet Lobelia Plants, or both
Sweet Lobelia Pipe-weed	Pipe-weed	1 Fair Sweet Lobelia Plant	Workbench	Sweet Lobelia Pipe-weed
Sweet Lobelia Seed	Pipe-weed	1 Poor Sweet Lobelia Plant	Workbench	3 Sweet Lobelia Seeds
Rushlight Field	Pipe-weed	6 Rushlight Seeds, 1 Water for Farming, 2 Fertilizer	—	Fair Rushlight Plants, Poor Rushlight Plants, or both
Rushlight Pipe-weed	Pipe-weed	1 Fair Rushlight Plant	Workbench	Rushlight Pipe-weed
Rushlight Seed	Pipe-weed	1 Poor Rushlight Plant	Workbench	3 Rushlight Seeds

JOURNEYMAN FARMING				
Recipe	Type	Ingredients	Facility Required	Item(s) Produced
Cabbage Field	Vegetable	6 Cabbage Seeds, 1 Water for Farming, 3 Fertilizer	—	Fair Bushel of Cabbage, Poor Bushel of Cabbage, or both
Cabbage	Vegetable	1 Fair Bushel of Cabbage	Workbench	Fresh Cabbage
Cabbage Seed	Vegetable	1 Poor Bushel of Cabbage	Workbench	3 Cabbage Seeds



JOURNEYMAN FARMING				
Recipe	Type	Ingredients	Facility Required	Item(s) Produced
Blueberry Fields	Vegetable	6 Blueberry Seeds, 1 Water for Farming, 2 Fertilizer	Workbench	Fair Bushel of Blueberries, Poor Bushel of Blueberries, or both
Blueberry	Vegetable	1 Fair Bushel of Blueberries	Workbench	Fresh Blueberries
Blueberry Seed	Vegetable	1 Poor Bushel of Blueberries	Workbench	3 Blueberry Seeds
Tater Field	Vegetable	6 Tater Seeds, 1 Water for Farming, 2 Fertilizer	—	Fair Bushel of Taters, Poor Bushel of Taters, or both
Tater	Vegetable	1 Fair Bushel of Taters	Workbench	Fresh Taters
Tater Seed	Vegetable	1 Poor Bushel of Taters	Workbench	3 Tater Seeds
Southern Star Field	Pipe-weed	6 Southern Star Seeds, 1 Water for Farming, 2 Fertilizer	—	Fair Southern Star Plants, Poor Southern Star Plants, or both
Southern Star Pipe-weed	Pipe-weed	1 Fair Southern Star Plant	Workbench	Southern Star Pipe-weed
Southern Star Seed	Pipe-weed	1 Poor Southern Star Plant	Workbench	3 Southern Star Seeds
Crossbreed Muddy Foot Field	Pipe-weed	4 Longbottom Leaf Seeds, 4 Sweet Lobelia Seeds, 1 Water for Farming, 3 Fertilizer	—	Fair Crossbreed Muddy Foot Plants, Poor Crossbreed Muddy Foot Plants, or both
Hornblower Field	Pipe-weed	6 Hornblower Seeds, 1 Water for Farming, 2 Fertilizer	—	Fair Hornblower Plants, Poor Hornblower Plants, or both
Hornblower Pipe-weed	Pipe-weed	1 Fair Hornblower Plant	Workbench	Hornblower Pipe-weed
Hornblower Seed	Pipe-weed	1 Poor Hornblower Plant	Workbench	3 Hornblower Seeds
Muddy Foot Field	Pipe-weed	6 Muddy Foot Seeds, 1 Water for Farming, 2 Fertilizer	—	Fair Muddy Foot Plants, Poor Muddy Foot Plants, or both
Muddy Foot Pipe-weed	Pipe-weed	1 Fair Muddy Foot Plant	Workbench	Muddy Foot Pipe-weed
Muddy Foot Seed	Pipe-weed	1 Poor Muddy Foot Plant	Workbench	3 Muddy Foot Seeds
Crossbreed Tighfield Choice Field	Pipe-weed	4 Southlinch Seeds, 4 Rushlight Seeds, 1 Water for Farming, 3 Fertilizer	—	Fair Crossbreed Tighfield Plants, Poor Crossbreed Tighfield Plants, or both
Tighfield Choice Field	Pipe-weed	6 Tighfield Choice Seeds, 1 Water for Farming, 3 Fertilizer	—	Fair Tighfield Choice Plants, Poor Tighfield Choice Plants or both
Tighfield Choice Pipe-weed	Pipe-weed	1 Fair Tighfield Choice Plant	Workbench	Tighfield Choice Pipe-weed
Tighfield Choice Seed	Pipe-weed	1 Poor Tighfield Choice Plant	Workbench	3 Tighfield Choice Seeds

EXPERT FARMING				
Recipe	Type	Ingredients	Facility Required	Item(s) Produced
Green Onion Field	Vegetable	6 Green Onion Seeds, 1 Water for Farming, 3 Fertilizer	—	Fair Bushel of Green Onions, Poor Bushel of Green Onions, or both
Green Onions	Vegetable	1 Fair Bushel of Green Onions	Workbench	Green Onions
Green Onion Seed	Vegetable	1 Poor Bushel of Green Onions	Workbench	3 Green Onion Seeds
Cauliflower Field	Vegetable	6 Cauliflower Seeds, 1 Water for Farming, 2 Fertilizer	Workbench	Fair Bushel of Cauliflower, Poor Bushel of Cauliflower, or both
Cauliflower	Vegetable	1 Fair Bushel of Cauliflower	Workbench	Cauliflower

EXPERT FARMING

Recipe	Type	Ingredients	Facility Required	Item(s) Produced
Cauliflower Seed	Vegetable	1 Poor Bushel of Cauliflower	Workbench	3 Cauliflower Seeds
Sweet Galenas Field	Pipe-weed	6 Sweet Galenas Seeds, 1 Water for Farming, 2 Fertilizer	—	Fair Sweet Galenas Plants, Poor Sweet Galenas Plants, or both
Sweet Galenas Pipe-weed	Pipe-weed	1 Fair Sweet Galenas Plant	Workbench	Sweet Galenas Pipe-weed
Sweet Galenas Seed	Pipe-weed	1 Poor Sweet Galenas Plant	Workbench	3 Sweet Galenas Seeds
Crossbreed Roper's Choice Field	Pipe-weed	4 Tighfield Choice Seeds, 4 Hornblower Seeds, 1 Water for Farming, 3 Fertilizer	—	Fair Crossbreed Roper's Choice Plants, Poor Crossbreed Roper's Choice Plants, or both
Crossbreed Dragon's Breath Field	Pipe-weed	4 Southern Star Seeds, 4 Muddy Foot Seeds, 1 Water for Farming, 3 Fertilizer	—	Fair Crossbreed Dragon's Breath Plants, Poor Crossbreed Dragon's Breath Plants, or both
Dragon's Breath Field	Pipe-weed	6 Dragon's Breath Seeds, 1 Water for Farming, 2 Fertilizer	—	Fair Dragon's Breath Plants, Poor Dragon's Breath Plants, or both
Dragon's Breath Pipe-weed	Pipe-weed	1 Fair Dragon's Breath Plant	Workbench	Dragon's Breath Pipe-weed
Dragon's Breath Seed	Pipe-weed	1 Poor Dragon's Breath Plant	Workbench	3 Dragon's Breath Seeds
Old Toby Field	Pipe-weed	6 Old Toby Seeds, 1 Water for Farming, 2 Fertilizer	—	Fair Old Toby Plants, Poor Old Toby Plants, or both
Old Toby Pipe-weed	Pipe-weed	1 Fair Old Toby Plant	Workbench	Old Toby Pipe-weed
Old Toby Seed	Pipe-weed	1 Poor Old Toby Plant	Workbench	3 Old Toby Seeds
Roper's Twist Field	Pipe-weed	6 Roper's Twist Seeds, 1 Water for Farming, 3 Fertilizer	—	Fair Roper's Twist Plants, Poor Roper's Twist Plants, or both
Roper's Twist Pipe-weed	Pipe-weed	1 Fair Roper's Twist Plant	Workbench	Roper's Twist Pipe-weed
Roper's Twist Seed	Pipe-weed	1 Poor Roper's Twist Plant	Workbench	3 Roper's Twist Seeds

ARTISAN FARMING

Recipe	Type	Ingredients	Facility Required	Item(s) Produced
Strawberry Field	Vegetable	6 Strawberry Seeds, 1 Water for Farming, 3 Earth of Erabor	—	Fair Bushel of Strawberries, Poor Bushel of Strawberries, or both
Strawberries	Vegetable	1 Fair Bushel of Strawberries	Workbench	Strawberries
Strawberry Seed	Vegetable	1 Poor Bushel of Strawberries	Workbench	3 Strawberry Seeds
Raspberry Field	Vegetable	6 Raspberry Seeds, 1 Water for Farming, 3 Earth of Erabor	Workbench	Fair Bushel of Raspberries, Poor Bushel of Raspberries, or both
Raspberries	Vegetable	1 Fair Bushel of Raspberries	Workbench	Raspberries
Raspberry Seed	Vegetable	1 Poor Bushel of Raspberries	Workbench	3 Raspberry Seeds
Eagle's Nest Field	Pipe-weed	6 Eagle's Nest Seeds, 1 Water for Farming, 3 Earth of Erabor	—	Fair Eagle's Nest Plants, Poor Eagle's Nest Plants, or both
Eagle's Nest Pipe-weed	Pipe-weed	1 Fair Eagle's Nest Plant	Workbench	Eagle's Nest Pipe-weed
Eagle's Nest Seed	Pipe-weed	1 Poor Eagle's Nest Plant	Workbench	3 Eagle's Nest Seeds
Gamwich Braid Field	Pipe-weed	6 Gamwich Braid Seeds, 1 Water for Farming, 3 Earth of Erabor	—	Fair Gamwich Braid Plants, Poor Gamwich Braid Plants, or both



ARTISAN FARMING				
Recipe	Type	Ingredients	Facility Required	Item(s) Produced
Gamwich Braid Pipe-weed	Pipe-weed	1 Fair Gamwich Braid Plant	Workbench	Gamwich Braid Pipe-weed
Gamwich Braid Seed	Pipe-weed	1 Poor Gamwich Braid Plant	Workbench	3 Gamwich Braid Seeds
Crossbreed Eagle's Nest Field	Pipe-weed	4 Sweet Galenas Seeds, 4 Dragon's Breath Seeds, 1 Water for Farming, 3 Earth of Erabor	—	Fair Crossbreed Eagle's Nest Plants, Poor Crossbreed Eagle's Nest Plants, or both
Crossbreed Gamwich Braid Field	Pipe-weed	4 Roper's Twist Seeds, 4 Old Toby Seeds, 1 Water for Farming, 3 Earth of Erabor	—	Fair Crossbreed Gamwich Braid Plants, Poor Crossbreed Gamwich Braid Plants, or both

MASTER FARMING				
Recipe	Type	Ingredients	Facility Required	Item(s) Produced
Blackberry Field	Vegetable	6 Blackberry Seeds, 1 Water for Farming, 3 Earth of Erabor	—	Fair Bushel of Blackberries, Poor Bushel of Blackberries, or both. Also, a very rare chance to produce a juicy blackberry, which is used in Scholar crafting.
Blackberries	Vegetable	1 Fair Bushel of Blackberries	Workbench	Blackberries
Blackberry Seed	Vegetable	1 Poor Bushel of Blackberries	Workbench	3 Blackberry Seeds
Crossbreed Wizard's Fire Field	Pipe-weed	4 Gamwich Braid Seeds, 4 Eagle's Nest Seeds, 1 Water for Farming, 3 Earth of Erabor	—	Fair Crossbreed Wizard's Fire Plants, Poor Crossbreed Wizard's Fire Plants, or both
Wizard's Fire Field	Pipe-weed	6 Wizard's Fire Seeds, 1 Water for Farming, 3 Earth of Erabor	—	Fair Wizard's Fire Plants, Poor Wizard's Fire Plants, or both
Wizard's Fire Pipe-weed	Pipe-weed	1 Fair Wizard's Fire Plant	Workbench	Wizard's Fire Pipe-weed
Wizard's Fire Seed	Pipe-weed	1 Poor Wizard's Fire Plant	Workbench	3 Wizard's Fire Seeds

Forester

This is a gathering profession. You will need a Forester's Axe and access to a workbench. Once you are ready, turn on the Track Wood skill you obtained with the profession and hack down harvestable branches as you find them.



Collect fallen branches for crafting wood.

When you find rowan branches you can harvest, right-click on them to receive one or more pieces of wood. After you collect several pieces, take them back to the crafting area and use the treat rowan recipe to make Treated Rowan wood. Remember to keep all the hides you gain from slaying animals; Light Hides can be turned into Boiled Leather using the treat leather recipe.

Forestry can be a very profitable business. A good way to earn some honest coin is to gather wood and hides, treat them, and then sell them to a Tailor, Woodworker, or Weaponsmith.

Out in the Woods

Here's a bit of information about the woods you will be working with. All of them have their own unique and magical properties.

Rowan Wood

This wood is dense enough to make excellent walking sticks, dowsing rods, magical wands (used for metal divining), and magician's staves. Rowan is also believed to protect against enchantments, which is why it is used for making rune staves. Rowan wood has been carried on vessels to protect them from storms and has also been planted on graves to keep the deceased from haunting. Some people believe it will also protect you from witches.



Ash Wood

This wood is believed to have protective and healing properties. Parents have been known to give their newborn children a spoonful of ash sap to make them healthy and strong. Some ceremonies involving ash trees have been rumored to cure sick children, in which case, the destiny of the child and the tree are forever intertwined.

Yew Wood

This symbolizes death and resurrection in some cultures. Where a yew tree branch touches the ground, it can root and make a new trunk. But the tree's needles are toxic and can prove fatal, although the flesh of the berries can be used for medicines. It is also a very dense wood, which is great for making bows.

Lebethron Wood

This wood remains a mystery, though it is a favorite of wood crafters in Gondor. Your wood tracker may be especially helpful for directing you to the wood's location. You may discover this rare species in higher-level regions.

Lower Tiers

Apprentice Forester is your first step to becoming a Master Forester. At this level, you collect light hides from the animals you defeat in battle to make Boiled Light Leather. You will also collect rowan wood, which you will find as branches on the forest floor, to make Treated Rowan. The Shire is an excellent place to collect rowan at this crafting level.

The second tier is Journeyman Forester. At this level, you collect medium hides to boil and collect ash wood to treat. You can find large quantities of ash wood in the northern and southern Bree-fields.



A forest of potential crafting material awaits your travels.

Upper Tiers

The third tier is Expert Forester. Here you collect sturdy hides to boil and collect yew wood to treat. Yew wood is harder to find than rowan or ash, but you shouldn't have much trouble if you look north of Trestlebridge in North Downs.

The fourth tier is Artisan Forester. Making it this far is a major achievement. Now the real work begins! You will collect pristine hides to boil down to leather and will collect Lebethron wood to treat. These are much harder to find.

By the fifth tier, Master, you should be experienced enough to study it all dutifully yourself. You will collect black ash wood to treat and will collect exceptional hides to boil. These are some of the hardest resources to find. It is your last step in your quest to be a Master Forester.

APPRENTICE FORESTRY			
Recipe	Ingredients	Approx. Value	Skill Points Earned
Treated Rowan Wood	2 Rowan Wood, 1 Wax	80c	8
Boiled Light Leather	2 Light Hides	80c	6

JOURNEYMAN FORESTRY			
Recipe	Ingredients	Approx. Value	Skill Points Earned
Treated Ash Wood	2 Ash Wood, 1 Wax	1s, 32c	8
Boiled Medium Leather	2 Medium Hides	1s, 32c	6

EXPERT FORESTRY			
Recipe	Ingredients	Approx. Value	Skill Points Earned
Treated Yew Wood	2 Yew Wood, 1 Wax	2s, 20c	8
Boiled Sturdy Leather	2 Sturdy Hides	2s, 20c	6

ARTISAN FORESTRY			
Recipe	Ingredients	Approx. Value	Skill Points Earned
Treated Lebethron Wood	2 Lebethron Wood, 1 Wax	4s	8
Boiled Pristine Leather	2 Pristine Hides	4s	6

MASTER FORESTRY			
Recipe	Ingredients	Approx. Value	Skill Points Earned
Treated Black Ash Wood	2 Black Ash Wood, 1 Wax	8s	8
Boiled Exceptional Leather	2 Exceptional Hides	8s	6

Jeweller

The Jeweller is a great profession. There is only one vocation that has it: the Tinker. Use your Jeweller's Tools at a workbench whenever you want to craft items. Along with the Jeweller profession, Tinker gives you Prospector, which you will use to find ore and create ingots for your jewellery (and Cook, which you can advance at your discretion).



The Jeweller's Tools are essential to making your most valuable items.

The Jeweller profession requires two basic ingredients for the jewellery you make: gemstones and ingots. You can make ingots via the Prospector profession. Gems can be found in loot from humanoid; goblins seem to have the best drop rates. They also show up as resources when you mine ore deposits, although with less frequency. While it seems to take longer to build this profession than some of the others, you gain the benefit of earning combat experience and treasure while killing humanoids. By the time you reach the end of the Apprentice tier, you should be more than ready to take on the Journeyman Jeweller quest. The quest at the end of the Journeyman tier will be a bit more difficult. Remember that mastering a tier of Jeweller will unlock the ability to produce a critical success item using the recipes in that tier.

TIP One of the best vocation tag teams in the game is Metalsmith and Jeweller. Both vocations need different ores in order to craft, so it's useful to exchange rocks. While out prospecting, a Metalsmith may also dig up gemstones that are used in jewel craft.

The Call of Precious Things (Part I)

The best way to advance both the Jeweller and Prospector professions is to make Amethyst Rings and Agate Necklaces. For each item, you need three Copper Ingots and a gemstone (either Polished Amethyst or Polished Agate). Refer to the "Prospector" section for information on making the Copper Ingots. To make the Polished Amethyst and the Polished Agate, you must acquire the rough versions of these gems (agate and amethyst). To substantially increase your critical success chance, use one Diminutive Wight Barrow Treasure (a rare trophy drop) as an optional ingredient in your recipe.

You can receive your first Jeweller crafting quest from any of the jewel-crafting vendors. The quest, the Call of Precious Things (Part I), requires a steady hand and a precise eye, traits that you can develop only through training and experience. To embark on this training, you must speak with the great jeweller Kobbi Stonestar, who is at the Forsaken Inn in the Lone-lands, southeast of Bree. Go inside and Kobbi is on your left, sitting at a table. Simply speak with him to advance to a Journeyman Jeweller.

The Call of Precious Things (Part II)

Try making Bloodstone Rings and Opal Necklaces at this level. For each item, you need three Silver Ingots and a gemstone (either Polished Bloodstone or Polished Opal). Refer to the "Prospector" section for information on making the Silver Ingots. To make the Polished Bloodstone and the Polished Opal, you must acquire the rough versions of these gems (bloodstone and opal). Use one Dusk Lynx Claw or one Orthodox Wight Barrow Treasure to increase your critical success by 44 percent.

You should be Level 20 before attempting the second Jeweller quest, the Call of Precious Things (Part II). You obtain this quest just like you did the first.

Every piece of jewellery you fashion brings your fingers greater skill and your eyes more clarity, but you still need instruction. You are told that Kobbi Stonestar is interested in your progress as a Jeweller and has been asking about you. He has apparently become a permanent resident of the Forsaken Inn in the Lone-lands, and you must go there again to speak with him.

Kobbi Stonestar asks you to craft a White Tree Trinket to demonstrate your technique and gives you the recipe and his notes on the subject. You will need two Silver Ingots, one Polished Opal, and one Delicate White Tree Mold. Kobbi tells you about the Delicate White Tree Mold. He apparently had one, but Dwarves stole it. He thinks it can be found in Mithrenost, an old keep in central Lone-lands near the Southern Hills. He instructs you to find Barthr Dourhand and get the Delicate White Tree Mold from him.

Barthr can be found just outside the entrance of Mithrenost. You will have to defeat him (he's a signature level NPC) in order to pluck the Delicate White Tree Mold from his corpse.

Return home and craft the White Tree Trinket, then go back to the Forsaken Inn and turn in the quest. Your rewards will include 22 silver, 98 copper, and the White Tree Trinket.

The Call of Precious Things (Part III)

This time around, you create Ruby Rings and Sapphire Necklaces to advance Jeweller and Prospector. For each item, you need three Gold Ingots and a gemstone (either Polished Ruby or Polished Sapphire). Refer to the “Prospector” section for information on making the Gold Ingots. To make the Polished Ruby and the Polished Sapphire, you must acquire the rough versions of these gems (ruby and sapphire). To increase your critical success chance at this level by 44 percent, use one Shimmering Wight Barrow Treasure or one Huge Wight Barrow Treasure.

As you begin your third quest, Call of Precious Things (Part III), you can see precious stones taking form before you begin to carve them, but there are still fine techniques that escape you. When you reach skill level 360, stop crafting. When you’re ready for this third quest, visit Millicent Greenlake at Thornley’s construction site in the Bree-fields. Merely speaking to her will complete the Tier 3 proficiency.

An Errand for Millicent Greenlake

This is where things get a bit different. If you manage to reach this tier before you are Level 30, you cannot gain access to a superior workbench. Your best route to the next crafting tier is to create Platinum Necklaces and White Gold Rings, as they do not require the use of the superior workbench. White gold is easier to make. Each White Gold Ring nets you 6 crafting experience points; you need a total of 440 to reach the next tier so you must make about 75 of them to get there. Remember that other recipes in this tier will give you more crafting experience, but you will need to have access to superior workbenches to execute them. To significantly increase your critical success chance, use one Huge Drake Tail or one Lethal Sharp Dread Turtle Webbed Claw (rare trophy drops) as optional ingredients in your recipes.

After Level 30, you can complete the quest to gain access to the superior workbench. The workbench is located in Esteldin, near the Expert Jeweller vendor. Going this route advances your skill much faster. As with previous tiers, you must make polished gems—in this case, Polished Adamant. You will also need either Platinum or White Gold Ingots, both acquired with the Prospector skill. Make as many rings and necklaces as you need to advance to the next tier, and keep the rest in reserve until you can work on mastering the tier.

Your next crafting quest has you speak with Millicent Greenlake, a skilled worker supervising construction at Thornley’s work site in the Bree-fields north of Bree. You must run an errand for Millicent to do so (a Level 30 quest). She asks you to see Supervisor Beecher in Trestlebridge (the first town heading into the North Downs from Bree-land).

Speak to Beecher, who is “under” the bridge by the ramp on the Trestlebridge side of the bridge. Go down to the river

far below—you can find a path behind and to the ramp’s right, but be careful and don’t jump—and collect eight pieces of driftwood; you find these along both shores and around the edges of the rocks in the river. When you have all the driftwood, talk to Beecher again, go onto the bridge, repair the breaches on the bridge, and talk to Beecher again. He sends you back to Millicent for your reward. You can now use superior studies.

NOTE The location command can be typed in uppercase (LOC) or lowercase (loc).



You may need fellowship assistance to get some of the more difficult drops.





The Call of Precious Things (Part IV)

The most efficient route to complete the Master tier is to create Polished Elf-Stones and make Elf-Stone Rings and Necklaces. To make the Elf-Stone Rings and Necklaces, you need one Polished Elf-Stone and three Misty Mountain Silver Ingots. Use one Lethal Sharp Dread Turtle Webbed Claw treasure to add 44 percent to your critical success chance.

To officially reach Master level, you must pick up the following quest from the Expert Jeweller vendor in Esteldín: The Call of Precious Things (Part IV). You have been told that Merilos asks to speak with all Jewellers who attain your skill level.

Master Merilos is at the Spire of Meeting, which is on the road heading west from the Last Homely House in Rivendell. Merilos, a rather intimidating Jeweller in Rivendell, has asked you to craft a Memorium Ring that she can examine to determine your worth as a Jeweller. She gives you the recipe and her notes on fashioning it.

You need a Gondorian Sapphire and three Platinum Ingots. For the Gondorian Sapphire, you must go to Ram Duath, in Angmar, and retrieve the sapphire from orcs. The orcs are pretty nasty. If you are not Level 40+, you cannot do this solo. At Level 35+, you should be able to do it with a small group. Anything lower would be suicide.

There is an orc camp southeast of Lehmä-Koti, a small encampment of friendly earth-kin. When you reach the earth-kin camp, jump off the edge of the east cliff and start heading south. The orc camp appears on the part of road that loops back on itself.

Do not try to penetrate the camp. Any of the orcs outside the camp can drop the gem you need. When you have it, return to Esteldín and go to the superior workbench and craft the ring. Return to the Spire of Meeting and turn in your quest. Congrats, you have now reached Master level and gain the Memorium Ring (adds +5 Will, adds +5 Fate).

APPRENTICE JEWELLER					
Recipe	Type	Ingredients	Level Required for Use	Item(s) Produced (Normal)	Item(s) Produced (Critical)
Copper Ring	Item	2 Copper Ingots	10	Adds 7 to Max Morale	Adds 10 to Max Morale
Copper Necklace	Item	2 Copper Ingots	10	+2 Might	+3 Might
Amethyst Ring	Item	3 Copper Ingots, 1 Polished Amethyst	15	+3 Vitality	+6 Vitality
Agate Necklace	Item	3 Copper Ingots, 1 Polished Agate	15	Adds 1 to Morale Regeneration out of combat	Adds 2 to Morale Regeneration out of combat
Brilliant Copper Ring	Item	4 Copper Ingots	10	Adds 8 to Max Power	Adds 11 to Max Power
Brilliant Copper Necklace	Item	4 Copper Ingots	10	+2 Agility	+2 Agility, Adds 1 to Morale Regeneration out of combat
Polished Amethyst	Gemstone	1 Amethyst	—	—	3 Polished Amethysts
Polished Agate	Gemstone	1 Agate	—	—	3 Polished Agates
Edhelharn Token Tier I	Consumable	1 Polished Amethyst, 2 Copper Ingots	15	—	Increases Hope by 1

JOURNEYMAN JEWELLER					
Recipe	Type	Ingredients	Level Required for Use	Item(s) Produced (Normal)	Item(s) Produced (Critical)
Silver Ring	Item	2 Silver Ingots	20	+3 Will	+5 Will
Silver Necklace	Item	2 Silver Ingots	20	+3 Might	+5 Might
Ring of Might	Item	3 Silver Ingots, 1 Polished Bloodstone	25	+4 Vitality	+10 Vitality
Mark of the Valiant	Item	3 Silver Ingots, 1 Polished Opal	25	+4 Might, +4 Fate	+10 Might, +4 Fate
Engraved Opal Necklace	Item	4 Silver Ingots, 1 Polished Opal	20	+3 Vitality, +3 Might	+5 Vitality, +5 Might
Glittering Silver Ring	Item	4 Silver Ingots	20	+3 Might, +3 Agility	+5 Might, +5 Agility

JOURNEYMAN JEWELLER					
Recipe	Type	Ingredients	Level Required for Use	Item(s) Produced (Normal)	Item(s) Produced (Critical)
Glittering Silver Necklace	Item	4 Silver Ingots	20	+3 Vitality, +3 Fate	+5 Vitality, +5 Fate
Engraved Bloodstone Ring	Item	4 Silver Ingots	20	+8 Will, +3 Fate	+8 Will, +5 Fate
Polished Bloodstone	Gemstone	1 Bloodstone	—	—	3 Polished Bloodstones
Polished Opal	Gemstone	1 Opal	—	—	3 Polished Opals
Minor Rune of Striking	Rune	2 Silver Ingots, 1 Runic Striking Symbol	20	—	Subtracts 5% from Serenade Utility Vital Cost Modifier
Minor Rune of Vanquishing	Rune	2 Silver Ingots, 1 Runic Vanquishing Symbol	20	—	Subtracts 5% from Serenade Utility Vital Cost Modifier
Edhelharn Token Tier II	Consumable	1 Polished Bloodstone, 2 Silver Ingots	25	—	Increases Hope by 2, Mood by 2, and reduces Dread by 2

EXPERT JEWELLER					
Recipe	Type	Ingredients	Level Required for Use	Item(s) Produced (Normal)	Item(s) Produced (Critical)
Gold Ring	Item	3 Gold Ingots	30	+5 Vitality, Adds 2.5 to Morale Regeneration out of combat	+12 Vitality, Adds 2.5 to Morale Regeneration out of combat
Gold Necklace	Item	3 Gold Ingots	30	+5 Might	+8 Might, +5 Vitality
Ruby Ring	Item	4 Gold Ingots, 1 Polished Ruby	35	+7 Will, Adds 26 to Max Power	Ring of Will (+9 Will, Adds 26 to Max Power)
Sapphire Necklace	Item	4 Gold Ingots, 1 Polished Sapphire	35	Adds 2% to Wound Resistance	Necklace of Oceans (Adds 2% to Wound Resistance, +5 Might)
Glittering Gold Necklace	Item	5 Gold Ingots	30	+5 Might, Adds 21 to Max Morale	Brilliant Gold Necklace (+12 Might, Adds 21 to Max Morale)
Glittering Gold Ring	Item	5 Gold Ingots	30	+5 Will, +5 Might, Adds 2.5 to Morale Regeneration out of combat	Brilliant Gold Ring (+12 Will, +5 Might, Adds 2.5 Morale Regeneration out of combat)
Polished Ruby Ring	Item	5 Gold Ingots, 2 Polished Rubies, 1 Darkheart's Black Heart	30	+12 Will, Adds 2% to Poison Resistance	Mirrored Ruby Ring (+12 Will, Adds 2% to Poison Resistance, Adds 22 to Max Power)
Polished Ruby	Gemstone	1 Ruby	—	—	3 Polished Rubies
Polished Sapphire	Gemstone	1 Sapphire	—	—	3 Polished Sapphires
Rune of Striking	Rune	3 Gold Ingots, 1 Runic Striking Symbol	30	—	Subtracts 10% from Serenade Utility Vital Cost Modifier
Rune of Vanquishing	Rune	3 Gold Ingots, 1 Runic Vanquishing Symbol	30	—	Subtracts 10% from Serenade Utility Vital Cost Modifier
Edhelharn Token Tier III	Consumable	1 Polished Ruby, 3 Gold Ingots	30	—	Increases Hope by 3, Mood by 3, and reduces Dread by 3



ARTISAN JEWELLER					
Recipe	Type	Ingredients	Level Required for Use	Item(s) Produced (Normal)	Item(s) Produced (Critical)
Platinum Necklace	Item	3 Platinum Ingots	40	+6 Might	+6 Agility, +16 Might, +6 Agility, Adds 2.5 Power Regeneration out of combat
White Gold Ring	Item	3 White Gold Ingots	40	+6 Vitality, Adds 2% to Poison Resistance	+16 Vitality, Adds 2% to Poison Resistance, +6 Might
Adamant Ring	Item	4 Platinum Ingots, 1 Polished Adamant, Requires Superior Workbench	45	+7 Will, +7 Fate	Ring of Shining Valour (+18 Will, +7 Fate, Adds 33 to Max Power)
Adamant Necklace	Item	43 White Gold Ingots, 1 Polished Adamant, Requires Superior Workbench	45	+7 Fate, Adds 23 to Max Morale	Necklace of the Stars (+18 Might, +7 Fate, Adds 32 to Max Morale)
Engraved Platinum Necklace	Item	5 Platinum Ingots, Requires Superior Workbench	40	+6 Might, +6 Vitality, Adds 28 to Max Morale	Etched Platinum Necklace (+16 Might, +6 Vitality, Adds 40 to Max Morale)
Engraved White Gold Ring	Item	5 White Gold Ingots, Requires Superior Workbench	40	+6 Vitality, +6 Will, +6 Might	Etched White Gold Ring (+16 Vitality, +16 Will, +6 Might)
Polished Adamant	Gemstone	1 Adamant	—	—	3 Polished Adamants
Edhelharn Token Tier IV	Consumable	1 Polished Adamant, 4 Platinum Ingots	35	—	Increases Hope by 4, Mood by 4, and reduces Dread by 4

MASTER JEWELLER					
Recipe	Type	Ingredients	Level Required for Use	Item(s) Produced (Normal)	Item(s) Produced (Critical)
Misty Mountain Silver Ring	Item	3 Misty Mountain Silver Ingots, Superior Workbench	50	+7 Vitality, Adds 1% to Parry Chance	+20 Vitality, Adds 1% to Parry Chance, Adds 36 to Max Power
Misty Mountain Silver Necklace	Item	3 Misty Mountain Silver Ingots, Superior Workbench	50	+7 Might, Adds 2% to Evade Chance	+20 Might, Adds 2% to Evade Chance, Adds 35 to Max Morale
Elf-Stone Ring	Item	4 Misty Mountain Silver Ingots, 1 Polished Elf-Stone, Superior Workbench	50	+7 Will, Adds 2% Poison Resistance	+20 Will, Adds 2% to Poison Resistance, Adds 50 to Max Morale
Elf-Stone Necklace	Item	4 Misty Mountain Silver Ingots, 1 Polished Elf-Stone, Superior Workbench	50	+7 Might, +7 Fate	Mark of the Eldar (+20 Might, +7 Fate, +7 Vitality)
Polished Elf-Stone Necklace	Item	5 Misty Mountain Silver Ingots, 2 Polished Elf-Stone, 1 Sagrurz's Tooth	50	+20 Might, +7 Agility, Adds 50 to Max Morale, Adds 2% Wound Resistance	Mirrored Elf-Stone Necklace (+20 Might, +7 Agility, Adds 50 to Max Morale, Adds 2% to Wound Resistance)
Polished Elf-Stone Ring	Item	5 Misty Mountain Silver Ingots, 2 Polished Elf-Stone, 1 Gnashmaw's Tongue	50	+20 Vitality, +7 Will, +7 Might	Mirrored Elf-Stone Ring (+20 Vitality, +20 Will, +7 Might, Adds 50 to Max Morale)



MASTER JEWELLER					
Recipe	Type	Ingredients	Level Required for Use	Item(s) Produced (Normal)	Item(s) Produced (Critical)
Engraved Misty Mountain Silver Ring	Item	5 Misty Mountain Silver Ingots, Superior Workbench	50	+20 Might, Adds 50 to Max Morale	Etched Misty Mountain Silver Ring (+20 Might, +7 Vitality, Adds 50 to Max Morale)
Polished Elf-Stone	Gemstone	1 Elf-Stone	—	—	3 Polished Elf-Stones
Edhelharn Token Tier V	Consumable	2 Polished Elf-Stones, 4 Misty Mountain Silver Ingots	40	—	Increases Hope by 5, Mood by 5, and reduces Dread by 5

Metalsmith

Only an Armourer can be a Metalsmith, and it's all about making heavy armour and shields. Your tools will be the Smithing Hammer and the use of a forge. In order to get started, you must make Bronze Mail Links, which you can craft using Bronze Ingots. Since the Prospector profession goes along with Metalsmith, you are well equipped to make these on your own. Look to the "Prospector" section for more information.



Build up your ore supply in between battles.

You will need four Bronze Mail Links for each piece of armour you want to make. After you make 24, move on to creating one each of the different types of armour available to you: coif, gloves, armour, leggings, boots, and pauldrons. If you wear mail, then equip these, as they will likely be better than anything you have at this point. You may also want to craft a shield. This requires two of the Leather Bindings that you can make via the Tailor profession (another Armourer vocation) and five Bronze Plates, which you can make much like you made the links. It does not matter which pieces you create, as they all give you points toward the next crafting tier. If you want to make some coin, offer your services first and take orders. If no one wants anything, just craft one type and sell it to a vendor. Repeat until you reach the end of the Apprentice tier. You cannot advance to the next tier until you complete a quest.

You may also want to try making two Bronze Plates and two Bronze Mail Links early on. Then gather Light Leather and get someone to boil it for you; then make a Leather Binding. Use those items to make a piece of armour that will net you 32 points. If you are going to sell the item to a vendor, choose the Bronze Armour, which you can sell for 2 silver and 15 copper. Collect all the Medium Hides that you can find; you will need them later for quicker leveling.

After you gain some experience, make two Iron Bands and two Iron Chains. Now you must turn those Medium Hides that you have been collecting into Leather Guards. A Forester can boil the leather and then a Tailor can make the Leather Guards. Now you can make one piece of iron armour. If you are going to sell the item to a vendor, then make the Iron Scale Armour for 3 silver and 87 copper.

When you eventually attain mastery of a tier, you unlock the 5 percent default chance to produce a critical success when executing recipes. However, there are ways to increase your chance of producing a critical success. One way is using Metalsmith lore scrolls made by the Scholar profession. These scrolls vary in power, but all will further increase your chance to produce a critical success. The scroll's buff only lasts 60 seconds, so you must be quick. The best way of increasing your critical success rate is collecting the special trophy item that can be used as an optional ingredient to significantly increase your critical success chances.

The Will of the Iron (Part I)

The first quest becomes available when you earn 200 crafting experience points in the Apprentice tier of Metalsmith. You must complete this quest before you can gain any more experience from metal crafting. Visit a Novice Metalsmith in town for this quest.

You're sent to Glasi Ironhand at the forges of Thorin's Hall in northwest Ered Luin. Travel to the western region and tag each horse stable along the way (to return there easily). Ironhand is located at the forges in the middle of the northeast room. Speak with him to earn your Metalsmith Complete Proficiency Tier 1 title.



The Will of the Iron (Part II)

Your second quest opens up when you hit the 280 mark in the Apprentice level. You must complete this quest before you can advance in your skill. Visit your local Novice Metalsmith, and he tells you to see Glasi Ironhand again.

Head to Thorin's Hall in Ered Luin. Glasi Ironhand asks you to fashion a Featherweight Shield for him to examine and has given you the appropriate recipe. The Dwarf has also included his notes on the process. You must collect one Iron Band, two Steel Braces, and the Ancient Emblem.

To make the Iron Band, you need two Barrow Iron Ingots. The Steel Braces require two Low-grade Steel Ingots each. As for the Ancient Emblem, you can obtain one by killing shades in the Fields of Fornost, which is in the North Downs, up the main road to the northwest. You might have to kill several shades near or around Ost Nuaran before you find the item.

Create the shield back at a forge and carry it to Ironhand. He rewards you with the Featherweight Shield and the Metalsmith Complete Proficiency Tier 2 title.

Amber for Othrikar and the Will of the Iron (Part III)

For your third craft quest, you must visit Ottar in the mining town of Othrikar of the North Downs. Ottar asks you to find Jaki Stonehand, who is located on a small hill directly against the mountains to the northwest of Othrikar. Jaki hands you some amber, which you must return to Ottar. Your reward is the use of the superior forges in Thorin's Hall.



As you advance to the higher regions, you will discover more valuable resources.

The Will of the Iron (Part IV)

Your next quest will come from an Expert Metalsmith vendor. He asks you to find Birrungur Blacksteel, who is located at Thorenhad in the Trollshaws to the far east.

Once you find Blacksteel, you must create a Steadfast Helm for him. To do so, collect two Westernesse Steel Ingots, two Westernesse Scales, and an Ancient Crown. The crown drops from wights to the north of Thorenhad near the old ruins of Amon Veradh in the Trollshaws.

After you combine the components and make the helm, return to Blacksteel so that he can judge you worthy. You gain the Steadfast Helm and the Metalsmith Complete Proficiency Tier 4 title. You should be all set for working whatever metal you dig up.

APPRENTICE METALSMITH						
Recipe	Obtained Via	Ingredients	Optional Ingredient	Level Required for Use	Item(s) Produced (Normal)	Item(s) Produced (Critical)
Bronze Buckler (Shield)	—	1 Bronze Plate, 1 Bronze Mail Links, 2 Bronze Ingots, 2 Leather Bindings	1 Dirty Bat Claw	9	Armour Value 46	Armour Value 51
Bronze Scale Pauldrons	—	1 Bronze Plates, 1 Bronze Mail Links, 2 Bronze Ingots, 1 Leather Binding	1 Clean Barghest Tail	15	Armour Value 25	Armour Value 32
Bronze Scale Boots	—	1 Bronze Plate, 1 Bronze Mail Links, 2 Bronze Ingots, 1 Leather Binding	1 Clean Barghest Tail	15	Armour Value 39	Armour Value 43
Bronze Scale Gloves	—	1 Bronze Plate, 1 Bronze Mail Links, 2 Bronze Ingots, 1 Leather Binding	1 Clean Barghest Tail	15	Armour Value 48	Armour Value 54

APPRENTICE METALSMITH

Recipe	Obtained Via	Ingredients	Optional Ingredient	Level Required for Use	Item(s) Produced (Normal)	Item(s) Produced (Critical)
Bronze Helm	—	1 Bronze Plate, 1 Bronze Mail Links, 2 Bronze Ingots, 1 Leather Binding	1 Clean Barghest Tail	15	Armour Value 29	Armour Value 32
Bronze Scale Armour	—	1 Bronze Plate, 1 Bronze Mail Links, 2 Bronze Ingots, 1 Leather Binding	1 Clean Barghest Tail	15	Armour Value 97	Armour Value 108
Bronze Scale Leggings	—	1 Bronze Plate, 1 Bronze Mail Links, 2 Bronze Ingots, 1 Leather Binding	1 Clean Barghest Tail	15	Armour Value 81	Armour Value 90
Heavy Bronze Buckler	Loot	2 Bronze Plates, 1 Bronze Mail Links, 2 Bronze Ingots, 2 Leather Bindings	1 Dirty Bat Claw	9	Adds 7 Power Max, Armour Value 46	Hardened Bronze Buckler (Adds 10 Power Max), Armour Value 46
Heavy Bronze Scale Gloves	Loot	2 Bronze Plates, 1 Bronze Mail Links, 2 Bronze Ingots, 1 Leather Binding	1 Clean Barghest Tail	15	+3 Agility, Armour Value 54	Hardened Bronze Scale Gloves (+6 Agility), Armour Value 59
Heavy Bronze Scale Helm	Loot	2 Bronze Plates, 1 Bronze Mail Links, 2 Bronze Ingots, 1 Leather Binding	1 Clean Barghest Tail	15	+3 Will, Armour Value 32	Hardened Bronze Helm (+6 Will), Armour Value 35
Heavy Bronze Scale Boots	Loot	2 Bronze Plates, 1 Bronze Mail Links, 2 Bronze Ingots, 1 Leather Binding	1 Clean Barghest Tail	15	+3 Vitality, Armour Value 43	Hardened Bronze Scale Boots (+6 Vitality), Armour Value 47
Heavy Bronze Scale Pauldrons	Loot	2 Bronze Plates, 1 Bronze Mail Links, 2 Bronze Ingots, 1 Leather Binding	1 Clean Barghest Tail	15	+3 Fate, Armour Value 32	Hardened Bronze Scale Pauldrons (+6 Fate), Armour Value 35
Heavy Bronze Scale Leggings	Loot	2 Bronze Plates, 1 Bronze Mail Links, 2 Bronze Ingots, 1 Leather Binding	1 Clean Barghest Tail	15	+3 Agility, Armour Value 90	Hardened Bronze Scale Leggings (+6 Agility), Armour Value 98
Heavy Bronze Scale Armour	Loot	2 Bronze Plates, 1 Bronze Mail Links, 2 Bronze Ingots, 1 Leather Binding	1 Clean Barghest Tail	15	+3 Vitality, Armour Value 108	Hardened Bronze Scale Armour (+6 Vitality), Armour Value 117
Bronze Plates	—	2 Bronze Ingots	1 Dirty Shrew Claw	1	1 Bronze Plate	3 Bronze Plates
Bronze Mail Links	—	2 Bronze Ingots	1 Dirty Shrew Claw	1	1 Bronze Mail Link	3 Bronze Mail Links
Mining Pick	Loot	4 Bronze Ingots, 1 Bronze Plate, 1 Short Rowan Shaft	—	1	—	Mining Pick



APPRENTICE METALSMITH						
Recipe	Obtained Via	Ingredients	Optional Ingredient	Level Required for Use	Item(s) Produced (Normal)	Item(s) Produced (Critical)
Farming Tools	Loot	4 Bronze Ingots, 1 Bronze Plate, 2 Long Rowan Shaft	—	1	—	Farming Tools
Tailor's Tools	Loot	4 Bronze Ingots, 1 Bronze Plate, 1 Bronze Blade Mold, 1 Spool of Bronze Wire	—	1	—	Tailor's Tools
Cooking Supplies	Loot	4 Bronze Ingots, 1 Bronze Plate, 1 Short Rowan Shaft, 1 Bronze Cutlery Mold	—	1	—	Cooking Supplies
Smithing Hammer	Loot	4 Bronze Ingots, 1 Bronze Plate, 1 Short Rowan Shaft	—	1	—	Smithing Hammer
Forester's Axe	Loot	4 Bronze Ingots, 1 Bronze Plate, 1 Short Rowan Shaft	—	1	—	Forester's Axe
Jeweller's Tools	Loot	4 Bronze Ingots, 1 Bronze Plate, 2 Short Rowan Shaft	—	1	—	Jeweller's Tools
Scholar's Glass	Loot	4 Bronze Ingots, 1 Bronze Plate, 2 Rough Glass Lenses	—	1	—	Scholar's Glass
Woodworking Tools	Loot	4 Bronze Ingots, 1 Bronze Plate, 1 Short Rowan Shaft, 1 Bronze Blade Mold	—	1	—	Woodworking Tools

JOURNEYMAN METALSMITH						
Recipe	Obtained Via	Ingredients	Optional Ingredient	Level Required for Use	Item(s) Produced (Normal)	Item(s) Produced (Critical)
Featherweight Shield	Quest	2 Iron Chain, 2 Steel Braces, 1 Iron Band, 1 Ancient Emblem	Secrets of Fortification (+25% chance increase)	13	Armour Value 25	Sparrowbreath Shield, Armour Value 33
Iron Shield	—	1 Iron Band, 1 Iron Chain, 2 Barrow Iron Ingots, 2 Leather Guards	1 Blackened Huorn Root	15	Armour Value 76	Armour Value 85
Iron Helm	—	1 Iron Band, 1 Iron Chain, 2 Barrow Iron Ingots, 1 Leather Guard	1 Blackened Huorn Root	13	Armour Value 25	Armour Value 28
Iron Scale Gloves	—	1 Iron Band, 1 Iron Chain, 2 Barrow Iron Ingots, 1 Leather Guard	1 Blackened Huorn Root	13	Armour Value 42	Armour Value 47
Iron Scale Boots	—	1 Iron Band, 1 Iron Chain, 2 Barrow Iron Ingots, 1 Leather Guard	1 Blackened Huorn Root	13	Armour Value 34	Armour Value 37

JOURNEYMAN METALSMITH

Recipe	Obtained Via	Ingredients	Optional Ingredient	Level Required for Use	Item(s) Produced (Normal)	Item(s) Produced (Critical)
Iron Scale Pauldrons	—	1 Iron Band, 1 Iron Chain, 2 Barrow Iron Ingots, 1 Leather Guard	1 Blackened Huorn Root	13	Armour Value 25	Armour Value 28
Iron Scale Leggings	—	1 Iron Band, 1 Iron Chain, 2 Barrow Iron Ingots, 1 Leather Guard	1 Blackened Huorn Root	13	Armour Value 70	Armour Value 78
Iron Scale Armour	—	1 Iron Band, 1 Iron Chain, 2 Barrow Iron Ingots, 1 Leather Guard	1 Blackened Huorn Root	13	Armour Value 84	Armour Value 93
Crafted Shield	Vendor	1 Steel Brace, 1 Iron Band, 2 Steel Ingots, 2 Tough Leather Pads	1 Dusky Lynx Claw	20	Armour Value 113	Armour Value 123
Crafted Helm	Vendor	1 Steel Brace, 1 Iron Band, 2 Steel Ingots, 1 Tough Leather Pad	1 Dusky Lynx Claw	19	Armour Value 41	Armour Value 45
Crafted Scale Gloves	Vendor	1 Steel Brace, 1 Iron Band, 2 Steel Ingots, 1 Tough Leather Pad	1 Dusky Lynx Claw	19	Armour Value 68	Armour Value 74
Crafted Scale Boots	Vendor	1 Steel Brace, 1 Iron Band, 2 Steel Ingots, 1 Tough Leather Pad	1 Dusky Lynx Claw	19	Armour Value 55	Armour Value 59
Crafted Scale Pauldrons	Vendor	1 Steel Brace, 1 Iron Band, 2 Steel Ingots, 1 Tough Leather Pad	1 Dusky Lynx Claw	19	Armour Value 41	Armour Value 45
Crafted Scale Leggings	Vendor	1 Steel Brace, 1 Iron Band, 2 Steel Ingots, 1 Tough Leather Pad	1 Dusky Lynx Claw	19	Armour Value 114	Armour Value 124
Crafted Scale Armour	Vendor	1 Steel Brace, 1 Iron Band, 2 Steel Ingots, 1 Tough Leather Pad	1 Dusky Lynx Claw	19	Armour Value 137	Armour Value 148
Heavy Iron Small Shield	Loot	2 Iron Bands, 1 Iron Chain, 2 Barrow Iron Ingots, 2 Leather Guards	1 Blackened Huorn Root	15	+11 Max Morale, Armour Value 76	Hardened Iron Small Shield (+15 Max Morale), Armour Value 76
Heavy Iron Large Shield	Loot	2 Iron Bands, 1 Iron Chain, 3 Barrow Iron Ingots, 2 Leather Guards	1 Blackened Huorn Root	15	+3 Might, Armour Value 197	Hardened Iron Large Shield (+12 Power Max, +3 Might), Armour Value 214
Heavy Iron Chain Helm	Loot	2 Iron Band, 1 Iron Chain, 2 Barrow Iron Ingots, 1 Leather Guard	1 Blackened Huorn Root	15	+3 Vitality, Armour Value 32	Hardened Iron Chain Helm (+6 Vitality), Armour Value 35



JOURNEYMAN METALSMITH						
Recipe	Obtained Via	Ingredients	Optional Ingredient	Level Required for Use	Item(s) Produced (Normal)	Item(s) Produced (Critical)
Heavy Iron Chain Gloves	Loot	2 Iron Band, 1 Iron Chain, 2 Barrow Iron Ingots, 1 Leather Guard	1 Blackened Huorn Root	15	+3 Might, Armour Value 54	Hardened Iron Chain Gloves (+6 Might), Armour Value 59
Heavy Iron Chain Boots	Loot	2 Iron Band, 1 Iron Chain, 2 Barrow Iron Ingots, 1 Leather Guard	1 Blackened Huorn Root	15	+3 Agility, Armour Value 43	Hardened Iron Chain Boots (+6 Agility), Armour Value 47
Heavy Iron Chain Pauldrons	Loot	2 Iron Band, 1 Iron Chain, 2 Barrow Iron Ingots, 1 Leather Guard	1 Blackened Huorn Root	15	+3 Might, Armour Value 32	Hardened Iron Chain Pauldrons (+6 Might), Armour Value 35
Heavy Iron Chain Leggings	Loot	2 Iron Band, 1 Iron Chain, 2 Barrow Iron Ingots, 1 Leather Guard	1 Blackened Huorn Root	15	+3 Will, Armour Value 90	Hardened Iron Chain Leggings (+6 Will), Armour Value 98
Heavy Iron Chain Armour	Loot	2 Iron Band, 1 Iron Chain, 2 Barrow Iron Ingots, 1 Leather Guard	1 Blackened Huorn Root	15	+3 Might, Armour Value 108	Hardened Iron Chain Armour (+6 Might), Armour Value 117
Forged Iron Small Shield	Loot	2 Steel Braces, 2 Iron Bands, 2 Low-grade Steel Ingots, 2 Tough Leather Pads, 1 Asht's Tooth	—	20	+9 Power Regeneration in Combat, Armour Value 123	Tempered Iron Small Shield (+1.9 Power Regeneration in Combat), Armour Value 123
Forged Iron Large Shield	Loot	2 Steel Braces, 2 Iron Bands, 3 Low-grade Steel Ingots, 2 Tough Leather Pads, 1 Asht's Tooth	—	20	+9 Power Regeneration in Combat, Armour Value 285	Tempered Iron Large Shield (+1.9 Power Regeneration in Combat), Armour Value 285
Forged Plate Helm	8	2 Steel Braces, 2 Iron Bands, 2 Low-grade Steel Ingots, 1 Tough Leather Pad, 1 Eitor-kalsak's Mandile	—	19	+3 Will, Armour Value 45	Tempered Plate Helm (+8 Will), Armour Value 45
Forged Plate Gloves	8	2 Steel Braces, 2 Iron Bands, 2 Low-grade Steel Ingots, 1 Tough Leather Pad, 1 Blackclaw's Claw	—	19	+3 Agility, Armour Value 74	Tempered Plate Gloves (+8 Agility), Armour Value 74



JOURNEYMAN METALSMITH

Recipe	Obtained Via	Ingredients	Optional Ingredient	Level Required for Use	Item(s) Produced (Normal)	Item(s) Produced (Critical)
Forged Plate Boots	8	2 Steel Braces, 2 Iron Bands, 2 Low-grade Steel Ingots, 1 Tough Leather Pad, 1 Tuft Ironhide's Fur	—	19	+3 Vitality, Armour Value 59	Tempered Plate Boots (+8 Vitality), Armour Value 59
Forged Plate Pauldrons	8	2 Steel Braces, 2 Iron Bands, 2 Low-grade Steel Ingots, 1 Tough Leather Pad, 1 Wildthorn's Bark	—	19	+3 Fate, Armour Value 45	Tempered Plate Pauldrons (+8 Fate), Armour Value 45
Forged Plate Leggings	8	2 Steel Braces, 2 Iron Bands, 2 Low-grade Steel Ingots, 1 Tough Leather Pad, 1 Sawtooth's Tooth	—	19	+3 Agility, Armour Value 124	Tempered Plate Leggings (+8 Agility), Armour Value 124
Forged Plate Armour	8	2 Steel Braces, 2 Iron Bands, 2 Low-grade Steel Ingots, 1 Tough Leather Pad, 1 Sawtooth's Tooth	—	19	+3 Vitality, Armour Value 148	Tempered Plate Armour (+8 Vitality), Armour Value 148
Iron Band	6	2 Barrow Iron Ingots	—	15–20	1 Iron Band	3 Iron Bands
Iron Chain	6	2 Barrow Iron Ingots	—	15–20	1 Iron Chain	3 Iron Chains
Steel Brace	6	2 Low-grade Steel Ingots	—	15–20	1 Steel Brace	3 Steel Braces
Farming Tools	6	1 Iron Band, 4 Low-Grade Steel Ingots, 2 Long Ash Shafts	—	15–20	+5% Mastery Chance	Farming Tools (+5% Mastery Chance)
Tailor's Tools	6	1 Iron Band, 4 Low-grade Steel Ingots, 1 Low-grade Steel Blade Mold, 1 Spool of Low-grade Steel	—	15–20	+5% Mastery Chance	Tailor's Tools (+5% Mastery Chance)
Cooking Supplies	6	1 Low-grade Steel Cutlery Mold, 1 Iron Band, 4 Low-grade Steel Ingots, 1 Short Ash Shaft	—	15–20	+5% Mastery Chance	Cooking Supplies (+5% Mastery Chance)
Smithing Hammer	6	1 Iron Band, 4 Low-grade Steel Ingots, 1 Short Ash Shaft	—	15–20	+5% Mastery Chance	Smithing Hammer (+5% Mastery Chance)
Forester's Axe	6	1 Iron Band, 4 Low-grade Steel Ingots, 1 Short Ash Shaft	—	15–20	+5% Mastery Chance	Forester's Axe (+5% Mastery Chance)
Jeweller's Tools	6	1 Iron Band, 4 Low-grade Steel Ingots, 2 Short Ash Shafts	—	15–20	+5% Mastery Chance	Jeweller's Tools (+5% Mastery Chance)
Scholar's Glass	6	1 Iron Band, 4 Low-grade Steel Ingots, 1 Fine Glass Lens	—	15–20	+5% Mastery Chance	Scholar's Glass (+5% Mastery Chance)



JOURNEYMAN METALSMITH						
Recipe	Obtained Via	Ingredients	Optional Ingredient	Level Required for Use	Item(s) Produced (Normal)	Item(s) Produced (Critical)
Woodworking Tools	6	1 Iron Band, 4 Low-grade Steel Ingots, 1 Short Ash Shaft, 1 Low-grade Steel Blade Mold	—	15–20	+5% Mastery Chance	Woodworking Tools (+5% Mastery Chance)

EXPERT METALSMITH						
Recipe	Obtained Via	Ingredients	Optional Ingredient	Level Required for Use	Item(s) Produced (Normal)	Item(s) Produced (Critical)
Steel Shield	—	2 Steel Plates, 1 Strong Iron Chain, 2 Rich Iron Ingots, 2 Sturdy Leather Guards	1 Large Warg Tail	26	Armour Value 147	Armour Value 160
Steel Helm	—	2 Steel Plates, 2 Strong Iron Chains, 2 Rich Iron Ingots, 1 Sturdy Leather Guard	1 Large Warg Tail	24	Armour Value 52	Armour Value 56
Steel Scale Gloves	—	2 Steel Plates, 2 Strong Iron Chains, 2 Rich Iron Ingots, 1 Sturdy Leather Guard	1 Large Warg Tail	24	Armour Value 86	Armour Value 94
Steel Scale Boots	—	2 Steel Plates, 2 Strong Iron Chains, 2 Rich Iron Ingots, 1 Sturdy Leather Guard	1 Large Warg Tail	24	Armour Value 69	Armour Value 75
Steel Scale Pauldrons	—	2 Steel Plates, 2 Strong Iron Chains, 2 Rich Iron Ingots, 1 Sturdy Leather Guard	1 Large Warg Tail	24	Armour Value 52	Armour Value 56
Steel Scale Leggings	—	2 Steel Plates, 2 Strong Iron Chains, 2 Rich Iron Ingots, 1 Sturdy Leather Guard	1 Large Warg Tail	24	Armour Value 144	Armour Value 156
Steel Scale Armour	—	2 Steel Plates, 2 Strong Iron Chains, 2 Rich Iron Ingots, 1 Sturdy Leather Guard	1 Large Warg Tail	24	Armour Value 172	Armour Value 187
Gondorian Shield	Vendor	1 Steel Plate, 1 Steel Rivet, 1 Finely Polished Scale, 2 Sturdy Leather Bindings	1 Decrepit Wight Skull	32	Armour Value 181	White Tree Shield, Armour Value 184
Gondorian Scale Helm	Vendor	1 Steel Plate, 1 Steel Rivet, 1 Finely Polished Scale, 1 Sturdy Leather Binding	1 Decrepit Wight Skull	30	Armour Value 65	Captain's Helm, Armour Value 70
Gondorian Scale Gloves	Vendor	1 Steel Plate, 1 Steel Rivet, 1 Finely Polished Scale, 1 Sturdy Leather Binding	1 Decrepit Wight Skull	30	Armour Value 108	Captain's Gloves, Armour Value 117
Gondorian Scale Boots	Vendor	1 Steel Plate, 1 Steel Rivet, 1 Finely Polished Scale, 1 Sturdy Leather Binding	1 Decrepit Wight Skull	30	Armour Value 86	Captain's Boots, Armour Value 94

Crafting

EXPERT METALSMITH

Recipe	Obtained Via	Ingredients	Optional Ingredient	Level Required for Use	Item(s) Produced (Normal)	Item(s) Produced (Critical)
Gondorian Scale Pauldrons	Vendor	1 Steel Plate, 1 Steel Rivet, 1 Finely Polished Scale, 1 Sturdy Leather Binding	1 Decrepit Wight Skull	30	Armour Value 65	Captain's Pauldrons, Armour Value 70
Gondorian Scale Leggings	Vendor	1 Steel Plate, 1 Steel Rivet, 1 Finely Polished Scale, 1 Sturdy Leather Binding	1 Decrepit Wight Skull	30	Armour Value 180	Captain's Leggings, Armour Value 195
Gondorian Scale Armour	Vendor	1 Steel Plate, 1 Steel Rivet, 1 Finely Polished Scale, 1 Sturdy Leather Binding	1 Decrepit Wight Skull	30	Armour Value 216	Captain's Armour, Armour Value 234
Heavy Steel Small Shield	Loot	3 Steel Plates, 1 Strong Iron Chain, 2 Rich Iron Ingots, 2 Sturdy Leather Guards	1 Large Warg Tail	26	+2.5% Power Regeneration in non-combat, Armour Value 147	Hardened Steel Small Shield (+5 Power Regeneration in non-combat), Armour Value 160
Heavy Steel Large Shield	Loot	3 Steel Plates, 1 Strong Iron Chain, 3 Rich Iron Ingots, 2 Sturdy Leather Guards	1 Decrepit Wight Skull	33	+2.5 Power Regeneration in non-combat, +4 Vitality, Armour Value 341	Hardened Steel Large Shield (+5 Power Regeneration in non-combat, +4 Vitality), Armour Value 371
Heavy Steel Plate Helm	Loot	3 Steel Plates, 1 Strong Iron Chain, 1 Rich Iron Ingot, 1 Sturdy Leather Guard	1 Large Warg Tail	24	+4 Will, Armour Value 52	Hardened Steel Plate Helm (+10 Will), Armour Value 56
Heavy Steel Plate Gloves	Loot	3 Steel Plates, 1 Strong Iron Chain, 1 Rich Iron Ingot, 1 Sturdy Leather Guard	1 Large Warg Tail	24	+4 Agility, Armour Value 86	Hardened Steel Plate Gloves (+10 Agility), Armour Value 94
Heavy Steel Plate Boots	Loot	3 Steel Plates, 1 Strong Iron Chain, 1 Rich Iron Ingot, 1 Sturdy Leather Guard	1 Large Warg Tail	24	+4 Vitality, Armour Value 69	Hardened Steel Plate Boots (+10 Vitality), Armour Value 75
Heavy Steel Plate Pauldrons	Loot	3 Steel Plates, 1 Strong Iron Chain, 1 Rich Iron Ingot, 1 Sturdy Leather Guard	1 Large Warg Tail	24	+4 Fate, Armour Value 52	Hardened Steel Plate Pauldrons (+10 Fate), Armour Value 56
Heavy Steel Plate Leggings	Loot	3 Steel Plates, 1 Strong Iron Chain, 1 Rich Iron Ingot, 1 Sturdy Leather Guard	1 Large Warg Tail	24	+4 Agility, Armour Value 144	Hardened Steel Plate Leggings (+10 Agility), Armour Value 156



EXPERT METALSMITH						
Recipe	Obtained Via	Ingredients	Optional Ingredient	Level Required for Use	Item(s) Produced (Normal)	Item(s) Produced (Critical)
Heavy Steel Plate Armour	Loot	3 Steel Plates, 1 Strong Iron Chain, 1 Rich Iron Ingot, 1 Sturdy Leather Guard	1 Large Warg Tail	24	+4 Vitality, Armour Value 172	Hardened Steel Plate Armour (+10 Vitality), Armour Value 187
Polished Gondorian Scale Helm	Loot	1 Steel Plate, 1 Steel Rivet, 2 Finely Polished Scales, 1 Sturdy Leather Binding, 1 Skulkmire's Moss	—	30	+5 Vitality, Armour Value 70	Mirrored Gondorian Helm (+12 Vitality, +5 Will), Armour Value 70
Polished Gondorian Scale Gloves	Loot	1 Steel Plate, 1 Steel Rivet, 2 Finely Polished Scales, 1 Sturdy Leather Binding, 1 Kraur's Paw	—	30	+5 Might, Armour Value 117	Mirrored Gondorian Gloves (+12 Might, +5 Agility), Armour Value 117
Polished Gondorian Scale Boots	Loot	1 Steel Plate, 1 Steel Rivet, 2 Finely Polished Scales, 1 Sturdy Leather Binding, 1 Green Moss	—	30	+5 Agility, Armour Value 94	Mirrored Gondorian Boots (+12 Agility, +5 Vitality), Armour Value 94
Polished Gondorian Scale Pauldrons	Loot	1 Steel Plate, 1 Steel Rivet, 2 Finely Polished Scales, 1 Sturdy Leather Binding, 1 Khurshat's Tooth	—	30	+5 Might, Armour Value 70	Mirrored Gondorian Pauldrons (+12 Might, +5 Fate), Armour Value 70
Polished Gondorian Scale Leggings	Loot	1 Steel Plate, 1 Steel Rivet, 2 Finely Polished Scales, 1 Sturdy Leather Binding, 1 Grish's Tail	—	30	+5 Will, Armour Value 195	Mirrored Gondorian Leggings (+12 Will, +5 Agility), Armour Value 195
Polished Gondorian Scale Armour	Loot	1 Steel Plate, 1 Steel Rivet, 2 Finely Polished Scales, 1 Sturdy Leather Binding, 1 Grish's Tail	—	30	+5 Might, Armour Value 234	Mirrored Gondorian Armour (+12 Might, +5 Vitality), Armour Value 234
Polished Gondorian Scale Large Shield	Loot	1 Steel Plate, 1 Steel Rivet, 2 Finely Polished Scales, 1 High-Grade Steel Ingot, 1 Bleakwind's Tongue	—	33	+24 to Max Morale, +34 to Max Power, Armour Value 470	Mirrored Gondorian Large Shield (+33 to Max Morale, +34 to Max Power), Armour Value 470

EXPERT METALSMITH

Recipe	Obtained Via	Ingredients	Optional Ingredient	Level Required for Use	Item(s) Produced (Normal)	Item(s) Produced (Critical)
Polished Gondorian Scale Small Shield	Loot	1 Steel Plate, 1 Steel Rivet, 2 Finely Polished Scales, 2 Sturdy Leather Bindings, 1 Bleakwind's Tongue	—	33	Armour Value 250	Mirrored Gondorian Scale Small Shield, Armour Value 250
Strong Iron Chain	—	2 Rich Iron Ingots	1 Large Warg Tail	25–35	1 Strong Iron Chain	3 Strong Iron Chains
Steel Plate	—	2 High-Grade Steel Ingots	1 Large Warg Tail	25–35	1 Steel Plate	3 Steel Plates
Steel Rivets	—	3 High-Grade Steel Ingots	1 Large Warg Tail	25–35	1 Steel Rivet	3 Steel Rivets
Finely Polished Scale	—	3 High-Grade Steel Ingot, 1 Polished Ruby	1 Large Warg Tail	25–35	1 Finely Polished Scale	3 Finely Polished Scales
Farming Tools	Loot	5 High-Grade Steel Ingots, 1 Steel Rivet, 2 Long Yew Shafts	1 Large Warg Tail	25	+8% Mastery Chance	Farming Tools (+8% Mastery Chance)
Tailor's Tools	Loot	5 High-Grade Steel Ingots, 1 Steel Rivet, 1 High-Grade Steel Blade Mold, 1 Spool of High-Grade Steel	1 Large Warg Tail	25	+8% Mastery Chance	Tailor's Tools (+8% Mastery Chance)
Cooking Supplies	Loot	5 High-Grade Steel Ingots, 1 Steel Rivet, 1 Short Yew Shaft, 1 High-Grade Steel Cutlery Mold	1 Large Warg Tail	25	+8% Mastery Chance	Cooking Supplies (+8% Mastery Chance)
Smithing Hammer	Loot	5 High-Grade Steel Ingots, 1 Steel Rivet, 1 Short Yew Shaft	1 Large Warg Tail	25	+8% Mastery Chance	Smithing Hammer (+8% Mastery Chance)
Forester's Axe	Loot	5 High-Grade Steel Ingots, 1 Steel Rivet, 1 Short Yew Shaft	1 Large Warg Tail	25	+8% Mastery Chance	Forester's Axe (+8% Mastery Chance)
Jeweller's Tools	Loot	5 High-Grade Steel Ingots, 1 Steel Rivet, 2 Short Yew Shafts	1 Large Warg Tail	25	+8% Mastery Chance	Jeweller's Tools (+8% Mastery Chance)
Scholar's Glass	Loot	5 High-Grade Steel Ingots, 1 Steel Rivet, 2 Polished Glass Lenses	1 Large Warg Tail	25	+8% Mastery Chance	Scholar's Glass (+8% Mastery Chance)
Woodworking Tools	Loot	5 High-Grade Steel Ingots, 1 Steel Rivet, 1 Short Yew Shaft, 1 High-Grade Steel Blade Mold	1 Large Warg Tail	25	+8% Mastery Chance	Woodworking Tools (+8% Mastery Chance)



ARTISAN METALSMITH						
Recipe	Obtained Via	Ingredients	Optional Ingredient	Level Required for Use	Item(s) Produced (Normal)	Item(s) Produced (Critical)
Dwarf-Steel Heavy Shield	—	1 Heavy Dwarf Steel Plate, 1 Dwarf Chain, 1 Dwarf Steel Ingot, 2 Pristine Leather Bracings	1 Grey Wolf Ear	34	Armour Value 192	Armour Value 209
Dwarf Craft Helm	—	1 Heavy Dwarf Steel Plate, 1 Dwarf Chain, 1 Dwarf Steel Ingot, 1 Pristine Leather Bracing	1 Grey Wolf Ear	34	Armour Value 73	Armour Value 80
Dwarf Craft Gloves	—	1 Heavy Dwarf Steel Plate, 1 Dwarf Chain, 1 Dwarf Steel Ingot, 1 Pristine Leather Bracing	1 Grey Wolf Ear	34	Armour Value 122	Armour Value 133
Dwarf Craft Boots	—	1 Heavy Dwarf Steel Plate, 1 Dwarf Chain, 1 Dwarf Steel Ingot, 1 Pristine Leather Bracing	1 Grey Wolf Ear	34	Armour Value 98	Armour Value 106
Dwarf Craft Pauldrons	—	1 Heavy Dwarf Steel Plate, 1 Dwarf Chain, 1 Dwarf Steel Ingot, 1 Pristine Leather Bracing	1 Grey Wolf Ear	34	Armour Value 73	Armour Value 80
Dwarf Craft Leggings	—	1 Heavy Dwarf Steel Plate, 1 Dwarf Chain, 1 Dwarf Steel Ingot, 1 Pristine Leather Bracing	1 Grey Wolf Ear	34	Armour Value 204	Armour Value 221
Dwarf Craft Armour	—	1 Heavy Dwarf Steel Plate, 1 Dwarf Chain, 1 Dwarf Steel Ingot, 1 Pristine Leather Bracing	1 Grey Wolf Ear	34	Armour Value 244	Armour Value 266
Westernesse Helm	Vendor	1 Westernesse Mesh, 1 Westernesse Scale, 4 Westernesse Steel Ingots, 1 Pristine Leather Pad	1 Huge Worm Eye	38	Armour Value 82	Armour Value 89
Westernesse Gloves	Vendor	1 Westernesse Mesh, 1 Westernesse Scale, 4 Westernesse Steel Ingots, 1 Pristine Leather Pad	1 Huge Worm Eye	38	Armour Value 137	Armour Value 149
Westernesse Boots	Vendor	1 Westernesse Mesh, 1 Westernesse Scale, 4 Westernesse Steel Ingots, 1 Pristine Leather Pad	1 Huge Worm Eye	38	Armour Value 109	Armour Value 119

ARTISAN METALSMITH

Recipe	Obtained Via	Ingredients	Optional Ingredient	Level Required for Use	Item(s) Produced (Normal)	Item(s) Produced (Critical)
Westernesse Pauldrons	Vendor	1 Westernesse Mesh, 1 Westernesse Scale, 4 Westernesse Steel Ingots, 1 Pristine Leather Pad	1 Huge Worm Eye	38	Armour Value 82	Armour Value 89
Westernesse Leggings	Vendor	1 Westernesse Mesh, 1 Westernesse Scale, 4 Westernesse Steel Ingots, 1 Pristine Leather Pad	1 Huge Worm Eye	38	Armour Value 228	Armour Value 247
Westernesse Armour	Vendor	1 Westernesse Mesh, 1 Westernesse Scale, 4 Westernesse Steel Ingots, 1 Pristine Leather Pad	1 Huge Worm Eye	38	Armour Value 273	Armour Value 297
Polished Westernesse Small Shield	Loot	1 Westernesse Mesh, 2 Westernesse Scales, 2 Westernesse Steel Ingots, 2 Pristine Leather Pads, 1 Steelmaw's Paw	—	38	+39 to Max Power, +.9 to Power Regeneration in Combat, Armour Value 542	Mirrored Westernesse Small Shield (+39 to Max Power, +1.9 to Power Regeneration in Combat), Armour Value 542
Polished Westernesse Large Shield	Loot	1 Westernesse Mesh, 2 Westernesse Scales, 3 Westernesse Steel Ingots, 2 Pristine Leather Pads, 1 Windscreamer's Claw	—	38	+39 to Max Power, +.9 to Power Regeneration in Combat, Armour Value 542	Mirrored Westernesse Large Shield (+39 to Max Power, +1.9 to Power Regeneration in Combat), Armour Value 542
Polished Westernesse Chain Helm	Loot	1 Westernesse Mesh, 2 Westernesse Scales, 2 Westernesse Steel Ingots, 1 Pristine Leather Pad, 1 Umbling's Mandible	—	38	+6 Vitality, +27 Max Morale, Armour Value 89	Mirrored Westernesse Chain Helm (+15 Vitality, +38 Max Morale), Armour Value 89
Polished Westernesse Chain Gloves	Loot	1 Westernesse Mesh, 2 Westernesse Scales, 2 Westernesse Steel Ingots, 1 Pristine Leather Pad, 1 Steelmaw's Claw	—	38	+6 Might, +27 Max Morale, Armour Value 148	Mirrored Westernesse Chain Gloves (+15 Might, +38 Max Morale), Armour Value 148
Polished Westernesse Chain Boots	Loot	1 Westernesse Mesh, 2 Westernesse Scales, 2 Westernesse Steel Ingots, 1 Pristine Leather Pad, 1 Windscreamer's Claw	—	38	+6 Agility, +28 Max Power, Armour Value 119	Mirrored Westernesse Chain Boots (+15 Agility, +39 Max Power), Armour Value 119



ARTISAN METALSMITH						
Recipe	Obtained Via	Ingredients	Optional Ingredient	Level Required for Use	Item(s) Produced (Normal)	Item(s) Produced (Critical)
Polished West- ernesse Chain Pauldrons	Loot	1 Westernesse Mesh, 2 Westernesse Scales, 2 Westernesse Steel Ingots, 1 Pristine Leather Pad, 1 Karnasht's Tooth	—	38	+6 Might, +28 Max Power, Armour Value 89	Mirrored West- ernesse Chain Paul- drons (+15 Might, +39 Power Max), Armour Value 89
Polished West- ernesse Chain Leggings	Loot	1 Westernesse Mesh, 2 Westernesse Scales, 2 Westernesse Steel Ingots, 1 Pristine Leather Pad, 1 Driftmane's Fang	—	38	+6 Will, +28 Max Power, Armour Value 247	Mirrored West- ernesse Chain Leggings (+15 Will, +39 Max Power), Armour Value 247
Polished West- ernesse Chain Armour	Loot	1 Westernesse Mesh, 2 Westernesse Scales, 2 Westernesse Steel Ingots, 1 Pristine Leather Pad, 1 Driftmane's Fang	—	38	+6 Might, +28 Max Power, Armour Value 297	Mirrored West- ernesse Chain Armour (+15 Might, +39 Max Power), Armour Value 297
Forged Dwarf- Steel Small Shield	Loot	1 Heavy Dwarf Steel Plate, 3 Dwarf Steel Ingots, 2 Pris- tine Leather Pads, 1 Dwarf Chain	1 Grey Wolf Ear	34	+5 Agility, +25 to Max Power, Armour Value 192	Tempered Dwarf- Steel Small Shield (+5 Agility, +35 to Max Power), Armour Value 192
Forged Dwarf- Steel Large Shield	Loot	1 Heavy Dwarf Steel Plate, 4 Dwarf Steel Ingots, 2 Pris- tine Leather Pads, 1 Dwarf Chain	1 Huge Worm Eye	34	+5 Might, +25 to Max Power, Armour Value 446	Tempered Dwarf- Steel Large Shield (+5 Might, +35 to Max Power), Armour Value 485
Forged Dwarf- Craft Scale Helm	Loot	1 Heavy Dwarf Steel Plate, 1 Dwarf Chain, 3 Dwarf- Steel Ingots, 1 Pristine Leather Bracing	1 Grey Wolf Ear	34	+5 Will, +5 Vitality, Armour Value 73	Tempered Dwarf- Craft Scale Helm (+14 Will, +5 Vitality), Armour Value 80
Forged Dwarf- Craft Scale Gloves	Loot	1 Heavy Dwarf Steel Plate, 1 Dwarf Chain, 3 Dwarf- Steel Ingots, 1 Pristine Leather Bracing	1 Grey Wolf Ear	34	+7 Might, +30 Max Morale, Armour Value 100	Tempered Dwarf Craft Scale Gloves, Armour Value 110
Forged Dwarf- Craft Scale Boots	Loot	1 Heavy Dwarf Steel Plate, 1 Dwarf Chain, 3 Dwarf- Steel Ingots, 1 Pristine Leather Bracing	1 Grey Wolf Ear	34	+5 Vitality, +5 Agility, Armour Value 98	Tempered Dwarf- Craft Scale Boots (+14 Vitality, +5 Agility), Armour Value 106



ARTISAN METALSMITH

Recipe	Obtained Via	Ingredients	Optional Ingredient	Level Required for Use	Item(s) Produced (Normal)	Item(s) Produced (Critical)
Forged Dwarf-Craft Scale Pauldrons	Loot	1 Heavy Dwarf Steel Plate, 1 Dwarf Chain, 3 Dwarf-Steel Ingots, 1 Pristine Leather Bracing	1 Grey Wolf Ear	34	Armour Value 150	Tempered Dwarf-Craft Scale, Armour Value 170
Forged Dwarf-Craft Scale Leggings	Loot	1 Heavy Dwarf Steel Plate, 1 Dwarf Chain, 3 Dwarf-Steel Ingots, 1 Pristine Leather Bracing	1 Grey Wolf Ear	34	+5 Agility, +5 Will, Armour Value 204	Tempered Dwarf-Craft Scale Leggings (+14 Agility, +5 Will), Armour Value 221
Forged Dwarf-Craft Scale Armour	Loot	1 Heavy Dwarf Steel Plate, 1 Dwarf Chain, 3 Dwarf-Steel Ingots, 1 Pristine Leather Bracing	1 Grey Wolf Ear	34	+5 Vitality, +5 Might, Armour Value 244	Tempered Dwarf-Craft Scale (+14 Vitality, +5 Might), Armour Value 266
Dwarf Chain	—	3 Dwarf Iron Ingots, 1 Dwarf-Steel Ingot	1 Grey Wolf Ear	35–40	1 Dwarf Chain	3 Dwarf Chains
Heavy Dwarf Steel Chain	—	4 Dwarf Iron Ingots, 1 Dwarf-Steel Ingot	1 Grey Wolf Ear	35–40	1 Heavy Dwarf Steel Chain	3 Heavy Dwarf-Steel Chains
Westernes Mesh	—	3 Westernes Steel Ingots, 1 Dwarf-Steel Ingot	1 Grey Wolf Ear	35–40	1 Westernes Mesh	3 Westernes Mesh
Westernes Scale	—	3 Westernes Steel Ingots, 1 Dwarf-Steel Ingot	1 Grey Wolf Ear	35–40	1 Westernes Scale	3 Westernes Scales
Farming Tools	Loot	1 Heavy Dwarf-steel Plate, 5 Dwarf-Steel Ingots, 2 Long Lebethron Shafts	1 Grey Wolf Ear	35	+12% Mastery Chance	Farming Tools (+12% Mastery Chance)
Tailor's Tools	Loot	1 Heavy Dwarf-steel Plate, 5 Dwarf-Steel Ingots, 1 Dwarf-Steel Blade Mold, 1 Spool of Dwarf Steel Wire	1 Grey Wolf Ear	35	+12% Mastery Chance	Tailor's Tools (+12% Mastery Chance)
Cooking Supplies	Loot	1 Heavy Dwarf-steel Plate, 5 Dwarf-Steel Ingots, 1 Short Lebethron Shaft, 1 Dwarf-Steel Cutlery Mold	1 Grey Wolf Ear	35	+12% Mastery Chance	Cooking Supplies (+12% Mastery Chance)
Smithing Hammer	Loot	1 Heavy Dwarf-steel Plate, 5 Dwarf-Steel Ingots, 1 Short Lebethorn Shaft	1 Grey Wolf Ear	35	+12% Mastery Chance	Smithing Hammer (+12% Mastery Chance)
Forester's Axe	Loot	1 Heavy Dwarf-steel Plate, 5 Dwarf-Steel Ingots, 1 Short Lebethorn Shaft	1 Grey Wolf Ear	35	+12% Mastery Chance	Forester's Axe (+12% Mastery Chance)
Jeweller's Tools	Loot	1 Heavy Dwarf-steel Plate, 5 Dwarf-Steel Ingots, 2 Short Lebethorn Shafts	1 Grey Wolf Ear	35	+12% Mastery Chance	Jeweller's Tools (+12% Mastery Chance)



ARTISAN METALSMITH						
Recipe	Obtained Via	Ingredients	Optional Ingredient	Level Required for Use	Item(s) Produced (Normal)	Item(s) Produced (Critical)
Scholar's Glass	Loot	1 Heavy Dwarf-steel Plate, 5 Dwarf-Steel Ingots, 1 Superb Glass Lens	1 Grey Wolf Ear	35	+12% Mastery Chance	Scholar's Glass (+12% Mastery Chance)
Woodworking Tools	Loot	1 Heavy Dwarf-steel Plate, 5 Dwarf-Steel Ingots, 1 Short Lebethron Shaft, 1 Dwarf-Steel Blade Mold	1 Grey Wolf Ear	35	+12% Mastery Chance	Woodworking Tools (+12% Mastery Chance)

MASTER METALSMITH						
Recipe	Obtained Via	Ingredients	Optional Ingredient	Level Required for Use	Item(s) Produced (Normal)	Item(s) Produced (Critical)
Elven Warshield	—	1 Elf-Craft Brace, 1 Ancient Armour Plate, 1 Ancient Iron Ingot, 2 Exceptional Leather Bindings	1 Lethal Sharp Dread Turtle Claw	45	Armour Value 254	Armour Value 276
Elven Soldier's Helm	—	1 Elf-Craft Brace, 1 Ancient Armour Plate, 1 Ancient Iron Ingot, 1 Exceptional Leather Binding	1 Lethal Sharp Dread Turtle Claw	45	Armour Value 97	Armour Value 105
Elven Soldier's Gloves	—	1 Elf-Craft Brace, 1 Ancient Armour Plate, 1 Ancient Iron Ingot, 1 Exceptional Leather Binding	1 Lethal Sharp Dread Turtle Claw	45	Armour Value 162	Armour Value 176
Elven Soldier's Boots	—	1 Elf-Craft Brace, 1 Ancient Armour Plate, 1 Ancient Iron Ingot, 1 Exceptional Leather Binding	1 Lethal Sharp Dread Turtle Claw	45	Armour Value 129	Armour Value 141
Elven Soldier's Pauldrons	—	1 Elf-Craft Brace, 1 Ancient Armour Plate, 1 Ancient Iron Ingot, 1 Exceptional Leather Binding	1 Lethal Sharp Dread Turtle Claw	45	Armour Value 97	Armour Value 105
Elven Soldier's Leggings	—	1 Elf-Craft Brace, 1 Ancient Armour Plate, 1 Ancient Iron Ingot, 1 Exceptional Leather Binding	1 Lethal Sharp Dread Turtle Claw	45	Armour Value 269	Armour Value 293
Elven Soldier's Armour	—	1 Elf-Craft Brace, 1 Ancient Armour Plate, 1 Ancient Iron Ingot, 1 Exceptional Leather Binding	1 Lethal Sharp Dread Turtle Claw	45	Armour Value 323	Armour Value 351

Crafting

MASTER METALSMITH

Recipe	Obtained Via	Ingredients	Optional Ingredient	Level Required for Use	Item(s) Produced (Normal)	Item(s) Produced (Critical)
Ancient Steel Helm	Vendor	1 Ancient Steel Chain, 1 Ancient Steel Scale, 3 Ancient Steel Ingots, 1 Exceptional Leather Pad	Dread Turtle Claw	50	Armour Value 120	Armour Value 130
Ancient Steel Gloves	Vendor	1 Ancient Steel Chain, 1 Ancient Steel Scale, 3 Ancient Steel Ingots, 1 Exceptional Leather Pad	Dread Turtle Claw	50	Armour Value 180	Armour Value 195
Ancient Steel Boots	Vendor	1 Ancient Steel Chain, 1 Ancient Steel Scale, 3 Ancient Steel Ingots, 1 Exceptional Leather Pad	Dread Turtle Claw	50	Armour Value 144	Armour Value 156
Ancient Steel Pauldrons	Vendor	1 Ancient Steel Chain, 1 Ancient Steel Scale, 3 Ancient Steel Ingots, 1 Exceptional Leather Pad	Dread Turtle Claw	50	Armour Value 108	Armour Value 117
Ancient Steel Leggings	Vendor	1 Ancient Steel Chain, 1 Ancient Steel Scale, 3 Ancient Steel Ingots, 1 Exceptional Leather Pad	Dread Turtle Claw	50	Armour Value 299	Armour Value 325
Ancient Steel Armour	Vendor	1 Ancient Steel Chain, 1 Ancient Steel Scale, 3 Ancient Steel Ingots, 1 Exceptional Leather Pad	Dread Turtle Claw	50	Armour Value 359	Armour Value 390
Forged Elven Small Warshield	Loot	1 Ancient Armour Plate, 1 Elf-Craft Brace, 3 Ancient Iron Ingots, 2 Exceptional Leather Bindings	1 Lethal Turtle Sharp Dread Webb Claw	45	+2% to Block Chance, +.9 to Power Regeneration in Combat, +2 Will, Armour Value 276	Tempered Elven Soldier's Chain Small Warshield (+2% to Block Chance, +1.9 to Power Regeneration in Combat, +2 Will), Armour Value 276
Forged Elven Large Warshield	Loot	1 Ancient Armour Plate, 1 Elf-Craft Brace, 4 Ancient Iron Ingots, 2 Exceptional Leather Bindings	1 Lethal Turtle Sharp Dread Webb Claw	45	+2% to Block Chance, +.9 to Power Regeneration in Combat, +7 Might, Armour Value 641	Tempered Elven Soldier's Chain Large Warshield (+2% to Block Chance, +1.9 to Power Regeneration in Combat, +7 Might), Armour Value 641



MASTER METALSMITH						
Recipe	Obtained Via	Ingredients	Optional Ingredient	Level Required for Use	Item(s) Produced (Normal)	Item(s) Produced (Critical)
Forged Elven Soldier's Chain Helm	Loot	1 Elf-Craft Brace, 1 Ancient Armour Plate, 3 Ancient Iron Ingots, 1 Exceptional Leather Binding	1 Lethal Turtle Sharp Dread Webb Claw	45	+18 Will, +45 Max Morale, Armour Value 105	Tempered Elven Soldier's Chain Helm (+18 Will, +45 Max Morale, +2.5 Morale Regeneration in non-combat), Armour Value 105
Forged Elven Soldier's Chain Gloves	Loot	1 Elf-Craft Brace, 1 Ancient Armour Plate, 3 Ancient Iron Ingots, 1 Exceptional Leather Binding	1 Lethal Turtle Sharp Dread Webb Claw	45	+18 Agility, +45 Max Morale, Armour Value 176	Tempered Elven Soldier's Chain Gloves (+18 Agility, +45 Max Morale, +7 Might), Armour Value 176
Forged Elven Soldier's Chain Boots	Loot	1 Elf-Craft Brace, 1 Ancient Armour Plate, 3 Ancient Iron Ingots, 1 Exceptional Leather Binding	1 Lethal Turtle Sharp Dread Webb Claw	45	+18 Vitality, +46 to Max Power, Armour Value 141	Tempered Elven Soldier's Chain Boots (+18 Vitality, +46 to Max Power, +7 Agility), Armour Value 141
Forged Elven Soldier's Chain Pauldrons	Loot	1 Elf-Craft Brace, 1 Ancient Armour Plate, 3 Ancient Iron Ingots, 1 Exceptional Leather Binding	1 Lethal Turtle Sharp Dread Webb Claw	45	+18 Fate, +46 to Max Power, Armour Value 105	Tempered Elven Soldier's Chain Pauldrons (+18 Fate, +46 to Max Power, +7 Might), Armour Value 105
Forged Elven Soldier's Chain Leggings	Loot	1 Elf-Craft Brace, 1 Ancient Armour Plate, 3 Ancient Iron Ingots, 1 Exceptional Leather Binding	1 Lethal Turtle Sharp Dread Webb Claw	45	+18 Agility, +46 to Max Power, Armour Value 293	Tempered Elven Soldier's Chain Leggings (+18 Agility, +46 to Max Power, +7 Will), Armour Value 293
Forged Elven Soldier's Chain Armour	Loot	1 Elf-Craft Brace, 1 Ancient Armour Plate, 3 Ancient Iron Ingots, 1 Exceptional Leather Binding	1 Lethal Turtle Sharp Dread Webb Claw	45	+18 Vitality, +46 to Max Power, Armour Value 351	Tempered Elven Soldier's Chain Armour (+18 Vitality, +46 to Max Power, +7 Fate), Armour Value 351
Ancient Steel Chain	—	4 Ancient Steel Ingots	1 Lethal Turtle Sharp Dread Webb Claw	45–50	1 Ancient Steel Chain	3 Ancient Steel Chains



MASTER METALSMITH						
Recipe	Obtained Via	Ingredients	Optional Ingredient	Level Required for Use	Item(s) Produced (Normal)	Item(s) Produced (Critical)
Ancient Steel Scales	—	3 Elven Steel Ingots, 2 Ancient Steel Ingots	1 Lethal Turtle Sharp Dread Webb Claw	45–50	1 Ancient Steel Scale	3 Ancient Steel Scales
Ancient Armour Plates	—	4 Ancient Iron Ingots, 3 Elven Steel Ingots	1 Lethal Turtle Sharp Dread Webb Claw	45–50	1 Ancient Armour Plate	3 Ancient Armour Plates
Elf Craft Braces	—	3 Elven Steel Ingots, 1 Ancient Iron Ingot	1 Lethal Turtle Sharp Dread Webb Claw	45–50	1 Elf Craft Brace	3 Elf Craft Braces
Ancient Steel Chain	—	4 Ancient Steel Ingots	1 Lethal Turtle Sharp Dread Webb Claw	45–50	1 Ancient Steel Chain	3 Ancient Steel Chains

Prospector

Prospecting is a gathering profession. You will need a Mining Pick; fortunately you were given one when you chose your vocation. When you are ready, turn on the Track Mines skill you obtained with the profession and mine the ore deposits as you locate them using the minimap. Prospecting is an excellent skill to complement a Forester. Since both wood and ore are found in the same general areas, you can Prospect and Forest at the same time.



Barrow Iron Deposits aren't always guarded by undead creatures.

When your bags are full of ore and other trade goods, return to the crafting area in Combe (or your local craft area) and locate the forge. What you smelt will depend on your application. You have two options initially: Copper Ingot and Bronze Ingot. Copper Ingots require two copper ore, and Bronze Ingots require three copper ore and one tin ore. If you just want to raise the skill quickly, stick with Copper Ingots because they're cheaper.

Sell your goods to other craftsmen if possible. You can get a hefty price. While you are prospecting, you will also find other treasure like Copper Salts, Umber, gems, and many other valuable things.

You must first become proficient before mastering a tier of Prospector. The first thing you should do is purchase an extra Mining Pick; you never know when you'll need it. They can be purchased from a Novice Metalsmith, or a Supplier. Also, when you are in towns, keep an eye out for the locations of forges. There's nothing like having a mother lode of ore and not being able to find a forge to process it.

Apprentice Level

At this tier, you prospect for copper ore and tin ore, which you smelt into Copper Ingots and Bronze Ingots. Processing copper is the fastest way to advance. Bronze is worth more than copper, so after you master the Apprentice level, process bronze also. Copper is found in the lower-tier regions like Erid Luin, The Shire, and even Bree-land.

Journeyman Level

At this tier, you prospect for silver ore and barrow iron ore, which you smelt into ingots. At the Journeyman tier, you also learn how to refine metals. Find a craftsman vendor and buy some coal from him. When you have the coal, you can refine Low-grade Steel. You gain skill points by smelting the ore into ingots and then refining. The eastern Shire and the Northern and Southern Bree-fields have some nice ore deposits for this tier.



Expert Level

At this tier, you prospect for gold ore and rich iron ore. Gather as much as possible and then smelt them into ingots. At the Expert tier, you can refine two metals: White Gold, which requires silver, and High-grade Steel, which requires coal. Talk about more bang for your buck! Move your gathering to the North Downs for these materials.

Artisan Level

At this tier, you prospect for Dwarf-iron ore and platinum ore to smelt into ingots. You can also refine Dwarf-Steel Ingots. As with your previous tiers, gather as many of your materials as possible when you're not adventuring—in this case, from the higher-tier regions—and smelt your ingots whenever you find a forge.



After you gather your resources, use the forge to transform the raw materials into actual crafted items.

Master Level

At this tier, you prospect for ancient iron ore and Misty Mountain silver ore to smelt into ingots. You can refine Ancient Steel Ingots (which requires Ancient Iron Ingots and Westernesse Steel Ingots) and Elven Steel Ingots (which requires Dwarf Iron Ingots and coal). Remember to use your ore tracker—a blue arrow on the minimap points to the elusive materials—and save up for those inevitable raw material shortages. You'll make a killing!

APPRENTICE PROSPECTOR			
Recipe	Type	Ingredients	Crafting Exp. Earned
1 Copper Ingot	Smelting	2 Copper Ore	8
1 Bronze Ingot	Smelting	3 Copper Ore, 1 Tin Ore	8

JOURNEYMAN PROSPECTOR			
Recipe	Type	Ingredients	Crafting Exp. Earned
1 Silver Ingot	Smelting	2 Silver Ore	8
1 Barrow Iron Ingot	Smelting	2 Barrow Iron Ore	8
1 Low-grade Steel Ingot	Refining	2 Barrow Iron Ingots, 1 Coal	10

EXPERT PROSPECTOR			
Recipe	Type	Ingredients	Crafting Exp. Earned
1 Rich Iron Ingot	Smelting	2 Rich Iron Ore	8
1 Gold Ingot	Smelting	2 Gold Ore	8
1 White Gold Ingot	Refining	2 Gold Ingots, 1 Silver Ingot	10
1 High-Grade Steel Ingot	Refining	2 Rich Iron Ingots, 1 Coal	10

ARTISAN PROSPECTOR			
Recipe	Type	Ingredients	Crafting Exp. Earned
1 Dwarf-Iron Ingot	Smelting	2 Dwarf-Iron Ore	8
1 Platinum Ingot	Smelting	4 Platinum Ore	8
1 Dwarf-Steel Ingot	Refining	2 Dwarf-Iron Ingots, 1 Coal	10
1 Westernesse Steel Ingot	Refining	2 Dwarf-Iron Ingots, 1 Coal	10

MASTER PROSPECTOR			
Recipe	Type	Ingredients	Crafting Exp. Earned
1 Ancient Iron Ingot	Smelting	2 Ancient Iron Ore	8
1 Misty Mountain Silver Ingot	Smelting	2 Misty Mountain Silver Ore	8
1 Ancient Steel Ingot	Refining	2 Ancient Iron Ingots, 1 Westernesse Steel Ingot	10
1 Elven Steel Ingot	Refining	2 Dwarf-Iron Ingots, 1 Coal	10



The Scholar focuses on crafting, but also contains a gathering component. The Scholar can create items that are intended to buff a player or fellowship, or to quickly restore a player's Morale or Power. Your primary tool is the Scholar's Glass. The Scholar is also unique in that no facilities (like



Search out your local Scholar for vendor-sold materials and future quests.

workbenches or ovens) are needed to craft items at the lower tiers; a superior study is necessary for recipes in the highest tiers, though. You have two specific groups to work with: battle lore and crafting lore. All the components



needed to make the lore (scrolls) will drop off humanoids. The largest drop rate comes from the goblins.

Scholar resources can be found hidden within the ruins scattered across Middle-earth. Use of these resources requires a Scholar's Glass to be equipped. A random amount of tier-appropriate Scholar components will be found inside of them.

- Apprentice Scholar components can be found in "Shattered Pitchers."
Location: Bree-land, Ered Luin, Shire
- Journeyman Scholar components can be found in "Broken Urns."
Location: Bree-land, Lone-lands, North Downs
- Expert Scholar components can be found in "Antique Vases."
Location: Lone-lands, North Downs
- Artisan Scholar components can be found in "Forgotten Texts."
Location: Trollshaws, western Angmar
- Master Scholar components can be found in "Ancient Vases."
Location: Misty Mountains, Eastern Angmar

Each item you make will net you the same amount of crafting experience. The primary ingredient is Aged Scraps of Text. You will need three of these for every item you make in the Apprentice tier. Battle lore items require the addition of a Worn Tablet Fragment, and crafting lore items need an Early Third Age Relic. When you have the ingredients, give a shout out to the players in your area and take orders. Your crafting lore items make it easier and faster for them to advance their own professions. The battle lore items buff entire fellowships, giving them better offence or defence. You need a total of 25 items (battle or crafting) to reach the end of the Apprentice tier, and a quest advances you to the next tier.

TIP A Scholar should make friends with the other gathering professions. While out digging up rocks, Prospectors will frequently find dye materials lying on the ground, as will Foresters combing the land for wood or even Farmers searching for just the right crop.

The Path to Learning (Part I)

Your first quest becomes available when you hit the 200 mark of the Apprentice tier. You must complete this quest before you can gain further experience from your studies of ancient arts. If you visit a Novice Scholar as soon as you hit 200, you will receive a crafting quest.

For your first quest, you must speak with an Elf Scholar of great wisdom, Nathronwen, who is staying at the refuge of Duillond in Ered Luin. So pack your bags, rent a horse, and head for the Elven town of Duillond. Nathronwen is on the northeast side overlooking the falls in quiet contemplation. After you sit and have a quiet conversation, you are rewarded with your first-tier Scholar title.

The Path to Learning (Part II)

You receive your second quest from your local Novice Scholar and must speak again with Nathronwen in Duillond. Ride to Ered Luin and speak with Nathronwen, who has decided you should compose a ballad tracing the story of Aiglos. She gives you a recipe of instructions and her notes to aid you with collecting sources.

After a little research, you realize that you need to travel to North Downs and find three Faded Sindarin Passages, two cracked Dwarf Carvings, and the *Lost Stanzas of Aiglos*. The lost Scholar's satchel is located on the North Downs map at 7.65 south and 49.5 west, or the left side of the stones that cross the burial mounds in the warg territory near Haudh Eglan.

Upon finding all the material, you craft the item and return to Nathronwen to finish the quest. Your rewards consist of the Craft Scholar Complete Proficiency Tier 2 title and the Ballad of Aiglos (Fellowship Combat Buff 5% Melee Offence, 121.5% Magic Offence, 121.5% Ranged Offence).

TIP If you want to play a solo profession where you can level up quickly, don't become a Scholar. This profession is fun but challenging, because many key components drop off monsters. Still, a Scholar provides great fellowship buffs at high levels, and his wares become more valuable because it is so tough to level.

The Path to Learning (Part III)

You must be around Level 25 to complete this next quest. Head to Rivendell (sticking to the road and running past all the mobs) to visit Deluros, who you find in the library of the Last Homely House (located on the east side of Rivendell). Upon entering the house, take the ramp on the right and go to the third floor. There will be a door on the left side of the wall about halfway down the length of the floor. Inside, Deluros is in contemplative thought at the superior study located here. He grants you Tier 3 access, but to use the superior study, you must complete a task for him.

He sends you on the quest called "Lost Lore of the Free Peoples." Deluros asks you to speak with Harry Wheelwright, a wagon driver currently staying in Imladris, about his ill-fated drive through the Lone-lands. Harry Wheelwright is located on the west side of Rivendell in Elrond's stables. Harry sends you to the Lone-lands to search south of the road in the swamps.



Even crafting can be a dangerous business if you let down your guard outside the safety of friendly towns.



Find the missing books in the Lone-lands swamps at the following spots:

Books on the Lore of Men: On the path along the swamp's north edge

Books on the Lore of Hobbits: On a small dot of land west of the wagon

Books on the Lore of Elves: On the large island directly west of the wagon

Books on the Lore of Dwarves: Next to the wagon on the east side of the northern swamp

The Path to Learning (Part IV)

You are sent to speak with Idremmin at Mincham's Camp on the Fields of Fornost. He asks you to prepare the Chart of the Stalwart for him.

APPRENTICE SCHOLAR			
Recipe	Ingredients	Item(s) Produced (Normal)	Optional Ingredient
Gold Dye	3 Yarrow Root, 1 Chalk, 1 Water, 1 Glass Vial	Armour Dye	Huge Worm Eye
Sienna Dye	3 Sienna, 1 Dye Salt, 1 Water, 1 Glass Vial	Armour Dye	Huge Worm Eye
Minor Battle Lore	3 Aged Scraps of Text, 1 Third Age Relic, 1 Worn Tablet Fragment	Minor Combat Buff	Dirty Neeker-breeker Eye
Minor Warding Lore	3 Aged Scraps of Text, 1 Third Age Relic, 1 Worn Tablet Fragment	Minor Combat Buff	Dirty Neeker-breeker Eye
Minor Metalworking Lore	3 Aged Scraps of Text, 1 Third Age Relic	2% increase in Critical Hit Chance	Dirty Toad Eye
Minor Tailoring Lore	3 Aged Scraps of Text, 1 Third Age Relic	2% increase in Critical Hit Chance	Dirty Toad Eye
Minor Weaponsmith Lore	3 Aged Scraps of Text, 1 Third Age Relic	2% increase in Critical Hit Chance	Dirty Toad Eye
Minor Woodworking Lore	3 Aged Scraps of Text, 1 Third Age Relic	2% increase in Critical Hit Chance	Dirty Toad Eye
Minor Morale Potion	3 Aged Scraps of Text, 2 Worn Tablet Fragments, 1 Water, 1 Glass Vial	Minor Morale Buff	Dirty Spider Eye
Minor Power Potion	3 Aged Scraps of Text, 2 Worn Tablet Fragments, 1 Water, 1 Glass Vial	Minor Power Buff	Dirty Spider Eye

JOURNEYMAN SCHOLAR			
Recipe	Ingredients	Item(s) Produced (Normal)	Optional Ingredient
Olive Dye	3 Copper Salt, 1 Dye Salt, 1 Water, 1 Glass Vial	Armour Dye	Huge Worm Eye
Umber Dye	3 Umber, 1 Dye Salt, 1 Water, 1 Glass Vial	Armour Dye	Huge Worm Eye
Lesser Metalworking Lore	3 Cryptic Texts, 1 Ruined Second Age Trinket	5% increase in Critical Hit Chance	Blackened Crawler Egg Sac

JOURNEYMAN SCHOLAR			
Recipe	Ingredients	Item(s) Produced (Normal)	Optional Ingredient
Lesser Tailoring Lore	3 Cryptic Texts, 1 Ruined Second Age Trinket	5% increase in Critical Hit Chance	Blackened Crawler Egg Sac
Lesser Weaponsmith Lore	3 Cryptic Texts, 1 Ruined Second Age Trinket	5% increase in Critical Hit Chance	Blackened Crawler Egg Sac
Lesser Woodworking Lore	3 Cryptic Texts, 1 Ruined Second Age Trinket	5% increase in Critical Hit Chance	Blackened Crawler Egg Sac
Minor Book of Nature	3 Cryptic Texts, 2 Ruined Second Age Trinkets, 1 Hand Bound Journal, 1 Quill and Ink Set	-5% from Lore cost	Blackened Crawler Egg Sac
Minor Book of Beasts	3 Cryptic Texts, 2 Ruined Second Age Trinkets, 1 Hand Bound Journal, 1 Quill and Ink Set	-5% from Sign of the Wild cost	Blackened Crawler Egg Sac
Minor Book of Dúnedain	3 Cryptic Texts, 2 Ruined Second Age Trinkets, 1 Hand Bound Journal, 1 Quill and Ink Set	-5% from Sign of Power cost	Blackened Crawler Egg Sac
Lesser Morale Potion	3 Cryptic Texts, 3 Ruined Second Age Trinkets, 1 Water, 1 Glass Vial	Minimum Morale Buff	Blackened Spider Eye
Lesser Power Potion	3 Cryptic Texts, 3 Ruined Second Age Trinkets, 1 Water, 1 Glass Vial	Minimum Power Buff	Blackened Spider Eye
Fire Oil	3 Cryptic Texts, 2 Ruined Second Age Trinkets, 1 Water, 1 Glass Vial	Arrow Buff	Blackened Spider Eye
Ballad of Aiglos	3 Faded Sindarin Passages, 2 Cracked Dwarf Carvings, 1 Lost Stanza of Aiglos	Minstrel	—

EXPERT SCHOLAR			
Recipe	Ingredients	Item(s) Produced (Normal)	Optional Ingredient
Violet Dye	3 Juicy Blackberries, 1 Chalk, 1 Water, 1 Glass Vial	Armour Dye	Huge Worm Eye
Navy Dye	3 Woad Plants, 1 Chalk, 1 Water, 1 Glass Vial	Armour Dye	Huge Worm Eye
Battle Lore	3 Faded Sindarin Passages, 1 Torn Craftsman's Diary, 1 Cracked Dwarf Carving	Increase in Combat Offensive	Flawed Huorn Heartwood
Warding Lore	3 Faded Sindarin Passages, 1 Torn Craftsman's Diary, 1 Cracked Dwarf Carving	Increase in Combat Defence	Flawed Huorn Heartwood
Metalworking Lore	3 Faded Sindarin Passages, 1 Torn Craftsman's Diary	7% increase in Critical Hit Chance	Flawed Warg Ear

EXPERT SCHOLAR

Recipe	Ingredients	Item(s) Produced (Normal)	Optional Ingredient
Tailoring Lore	3 Faded Sindarin Passages, 1 Torn Craftsman's Diary	7% increase in Critical Hit Chance	Flawed Warg Ear
Weaponsmith Lore	3 Faded Sindarin Passages, 1 Torn Craftsman's Diary	7% increase in Critical Hit Chance	Flawed Warg Ear
Woodworking Lore	3 Faded Sindarin Passages, 1 Torn Craftsman's Diary	7% increase in Critical Hit Chance	Flawed Warg Ear
Book of Nature	3 Faded Sindarin Passages, 2 Torn Craftsman's Diaries, 1 Hand Bound Journal, 1 Quill and Ink Set	-10% from Lore cost	Flawed Warg Ear
Book of Beasts	3 Faded Sindarin Passages, 2 Torn Craftsman's Diaries, 1 Hand Bound Journal, 1 Quill and Ink Set	-10% from Sign of the Wild cost	Flawed Warg Ear
Book of Dúnedain	3 Faded Sindarin Passages, 2 Torn Craftsman's Diaries, 1 Hand Bound Journal, 1 Quill and Ink Set	-10% from Sign of Power cost	Flawed Warg Ear
Morale Potion	3 Faded Sindarin Passages, 2 Torn Craftsman's Diaries, 1 Water, 1 Glass Vial	Morale Buff	Flawed Spider Eye
Power Potion	3 Faded Sindarin Passages, 2 Torn Craftsman's Diaries, 1 Water, 1 Glass Vial	Power Buff	Flawed Spider Eye
Light Oil	3 Faded Sindarin Passages, 2 Torn Craftsman's Diaries, 1 Water, 1 Glass Vial	Arrow Buff	Flawed Spider Eye

ARTISAN SCHOLAR

Recipe	Ingredients	Item(s) Produced (Normal)	Optional Ingredient
Green Dye	3 Onion Skins, 1 Chalk, 1 Water, 1 Glass Vial	Armour Dye	Huge Worm Eye
Indigo Dye	3 Indigo Plants, 1 Chalk, 1 Water, 1 Glass Vial	Armour Dye	Huge Worm Eye
Lothlórien Elder Metalworking Lore	3 Fragments of Dúnedain, 1 Relic of Lothlórien	15% increase in Critical Hit Chance	Scarred Worm Eye
Elder Tailoring Lore	3 Fragments of Dúnedain, 1 Relic of Lothlórien	15% increase in Critical Hit Chance	Scarred Worm Eye
Elder Weaponsmith Lore	3 Fragments of Dúnedain, 1 Relic of Lothlórien	15% increase in Critical Hit Chance	Scarred Worm Eye
Elder Woodworking Lore	3 Fragments of Dúnedain, 1 Relic of Lothlórien	15% increase in Critical Hit Chance	Scarred Worm Eye
Book of Nature	3 Fragments of Dúnedain, 2 Relics of Lothlórien, 1 Hand Bound Journal, 1 Quill and Ink Set	-15% from Lore cost	Scarred Worm Eye

ARTISAN SCHOLAR

Recipe	Ingredients	Item(s) Produced (Normal)	Optional Ingredient
Book of Beasts	3 Fragments of Dúnedain, 2 Relics of Lothlórien, 1 Hand Bound Journal, 1 Quill and Ink Set	-15% from Sign of the Wild cost	Scarred Worm Eye
Book of Dúnedain	3 Fragments of Dúnedain, 2 Relics of Lothlórien, 1 Hand Bound Journal, 1 Quill and Ink Set	-15% from Sign of Power cost	Scarred Worm Eye
Elder Morale Potion	3 Fragments of Dúnedain, 3 Relics of Lothlórien, 1 Water, 1 Glass Vial	Morale Buff	Scarred Spider Eye
Elder Power Potion	3 Fragments of Dúnedain, 3 Relics of Lothlórien, 1 Water, 1 Glass Vial	Power Buff	Scarred Spider Eye
Fire Oil	3 Fragments of Dúnedain, 2 Relics of Lothlórien, 1 Water, 1 Glass Vial	Inflict extra damage over time	Scarred Spider Eye
Chant of the Stalwart	3 Long Lost Second Age Texts, 1 Undeciphered Moon Letters, 1 Ruined Dwarf Manuscript	Chant	—

MASTER SCHOLAR

Recipe	Ingredients	Item(s) Produced (Normal)	Optional Ingredient
Red Dye	3 Neekerbrecker Ichor, 1 Dye Salt, 1 Water, 1 Glass Vial	Armour Dye	Huge Worm Eye
Rust Dye	3 Ancient Iron Oxide, 1 Dye Salt, 1 Water, 1 Glass Vial	Armour Dye	Huge Worm Eye
Ancient Metalworking Lore	3 Long Lost Second Age Texts, 1 Undeciphered Moon Letters	20% increase in Critical Hit Chance	Huge Worm Eye
Ancient Tailoring Lore	3 Long Lost Second Age Texts, 1 Undeciphered Moon Letters	20% increase in Critical Hit Chance	Huge Worm Eye
Ancient Weaponsmith Lore	3 Long Lost Second Age Texts, 1 Undeciphered Moon Letters	20% increase in Critical Hit Chance	Huge Worm Eye
Ancient Woodworking Lore	3 Long Lost Second Age Texts, 1 Undeciphered Moon Letters	20% increase in Critical Hit Chance	Huge Worm Eye
Ancient Morale Potion	3 Long Lost Second Age Texts, 1 Undeciphered Moon Letters, 1 Water, 1 Glass Vial	Morale Buff	Huge Spider Eye
Ancient Power Potion	3 Long Lost Second Age Texts, 1 Undeciphered Moon Letters, 1 Water, 1 Glass Vial	Power Buff	Huge Spider Eye
Light Oil	3 Long Lost Second Age Texts, 1 Undeciphered Moon Letters, 1 Water, 1 Glass Vial	Adds damage-over-time bonus to attack	Huge Spider Eye



Tailor

Another of the crafting professions, your tool this time is the Tailor's Tools, and you will need a workbench. From the start, you need Boiled Light Leather from a Forester, so pair up with one early on or you could pay a small fortune at the auction hall. After you acquire 60 or so pieces, you can begin working on your tailoring skill. Make two Leather Pads for every one Leather Binding. All of your early patterns will require the same number of each item: two Boiled Leather, two Leather Pads, one Leather Binding. At first, make the armour pieces you need for your character, and then take orders from others. If no one is around, just make the same thing until you have maxed out the Apprentice level. When you have maxed it out, you receive a quest from the Novice Tailor. You must complete this to go on to the next crafting tier.



Provisioners sell dyes for your tailoring experiments.

The Thickest of Skins (Part I)

This Level 10 quest is given out by any Novice Tailor vendor. Seek out Carver Greenlake near Thornley's work site, north of Bree. After you speak with Carver, he gives you the Tier 1 proficiency title. Now you can start crafting more complicated patterns for greater wealth or more durable clothing.

The Thickest of Skins (Part II)

In this Level 25 quest, you visit Ranger Erandir at Esteldín in the North Downs. Erandir asks you to fashion Deft Gauntlets, which he examines to determine whether you are sufficiently skilled at tailoring to proceed with the craft. He provides you a note stating you must kill elite Level 25 aurochs in North Downs to get a semirare drop off them to complete the gauntlets. Kill aurochs until you get the thread you need. Make the gauntlets and then talk to Erandir again. He gives you a second crafting title and the Deft Gauntlets (Light Armour value 62). Or you can kill Trampletusk, a Signature auroch, if you cannot find a fellowship with which to team up to tackle the Elite aurochs.

The Thickest of Skins (Part III)

Your third crafting quest has you speak with Millicent Greenlake, a skilled worker of wood and leather supervising construction at Thornley's work site in the Bree-fields north of Bree. Millicent may be a little impatient but manages some time for you and hands you the Tier 3 Tailor rank.

Unfortunately, you also need access to superior workbenches. You must run an errand for Millicent to do so (a Level 30 quest). She asks you to see Supervisor Beecher in Trestlebridge (the first town heading into the North Downs from Bree-land). Speak to Beecher, who is "under" the bridge by the ramp on the Trestlebridge side of the bridge. Go down to the river far below—you can find a path behind and to the ramp's right, but be careful and don't jump—and collect eight pieces of driftwood; you find these along both shores and around



Pristine Hides will drop from creatures out in the wild, which you can turn around and tan for your tailor-made clothes.

the edges of the rocks in the river. When you have all the driftwood, talk to Beecher again, go onto the bridge, repair the breaches on the bridge, and talk to Beecher again. He sends you back to Millicent for your reward. You can now use superior workbenches of Esteldín.

The Thickest of Skins (Part IV)

Your last crafting quest is best attempted around Level 40, or with friends. It's given out by Ranger Erandir, the Expert Tailor in Esteldín. He asks you to seek out Branda Rumble at Ost Guruth in the Lone-lands.

When you arrive in Ost Guruth and speak with Branda, read the pattern she gives you (which will be in your inventory) to learn how to make a Drakeskin Cuirass. Follow her to make three Pristine Leather Braces, one Darkened Leather Guard, and one Darkened Leather Binding (you'll need two Polished Adamants, so ask a Jeweller). Head to East Nan Amlug, and kill a drake—it's a Level 31 elite wandering around a bunch of cold- and rock-worms; then return to Esteldín and make the Drakeskin Cuirass at the superior workbench. Talk to Branda for your final crafting title and the Drakeskin Cuirass (Armour value 151).

APPRENTICE TAILOR				
Recipe	Type	Ingredients	Optional Ingredient	Item(s) Produced (Critical)
Rough Cloth Helm/ Gloves/Armour/ Leggings/Boots/Paul- drons	Light Armour	2 Leather Pads, 1 Leather Binding, 2 Bolts of Rough Cloth (Purchased)	Dirty Bat Claw	Rough Cloth Helm/Gloves/ Armour/Leggings/Boots/Paul- drons
Light Cloth Helm/Gloves/ Armour/Leggings/Boots/ Pauldrons	Light Armour	2 Leather Pads, 3 Leather Bind- ings, 4 Bolts of Rough Cloth (Purchased)	Dirty Bat Claw	Stout Cloth Helm/Gloves/ Armour/Leggings/Boots/Paul- drons
Leather Pads	Components	2 Boiled Light Leathers	Dirty Shrew Claw	3 Leather Pads
Leather Bindings	Components	2 Boiled Light Leathers	Dirty Shrew Claw	3 Leather Bindings
Padded Helm/Gloves/ Armour/Leggings/Boots/ Pauldrons	Medium Armour	2 Leather Pads, 2 Leather Bind- ings, 2 Boiled Light Leathers	Dirty Shrew Claw	Padded Helm/Gloves/Armour/ Leggings/Boots/Pauldrons
Medium Padded Helm/ Gloves/Armour/Leggings/ Boots/Pauldrons	Medium Armour	3 Leather Pads, 2 Leather Bind- ings, 4 Boiled Light Leathers	Dirty Shrew Claw	Stout Padded Helm/Gloves/ Armour/Leggings/Boots/Paul- drons

JOURNEYMAN TAILOR				
Recipe	Type	Ingredients	Optional Ingredient	Item(s) Produced (Critical)
Quilted Helm/Gloves/ Armour/Leggings/Boots/ Pauldrons	Light Armour	2 Leather Braces, 2 Leather Guards, 2 Bolts of Linen Cloth (Purchased)	Clean Barghest Tail	Quilted Helm/Gloves/Armour/ Leggings/Boots/Pauldrons
Fine Linen Helm/Gloves/ Armour/Leggings/Boots/ Pauldrons	Light Armour	2 Tough Leather Pads, 2 Leather Guards, 3 Bolts of Linen Cloth (Purchased)	Dusky Huorn Root	Fine Linen Helm/Gloves/ Armour/Leggings/Boots/Paul- drons
Deft Gauntlets	Light Armour	2 Tough Leather Pads, 2 Leather Guards, 2 Leather Braces, 1 River Maiden's Thread (Quest Drop)	—	Peerless Gauntlets
Loose Linen Helm/Gloves/ Armour/Leggings/Boots/ Pauldrons	Light Armour	3 Tough Leather Pads, 3 Leather Guards, 1 Sawtooth's Tooth (Drop), 5 Bolts of Linen Cloth (Purchased)	—	Pliant Linen Armour
Heavy Quilted Helm/ Gloves/Armour/Leggings/ Boots/Pauldrons	Light Armour	3 Leather Braces, 3 Leather Guards, 4 Bolts of Linen Cloth (Purchased)	Clean Barghest Tail	Stout Quilted Helm/Gloves/ Armour/Leggings/Boots/Paul- drons
Leather Brace	Light Armour	2 Boiled Medium Leathers	Clean Barghest Tail	3 Leather Braces
Leather Guard	Light Armour	2 Boiled Medium Leathers	Clean Barghest Tail	3 Leather Guards
Tough Leather Pads	Light Armour	3 Boiled Medium Leathers	Clean Barghest Tail	3 Tough Leather Pads
Leather Helm/Gloves/ Armour/Leggings/Boots/ Pauldrons	Medium Armour	2 Leather Braces, 2 Leather Guards, 2 Boiled Medium Leathers	Clean Barghest Tail	Leather Helm/Gloves/Armour/ Leggings/Boots/Pauldrons
Tough Leather Helm/ Gloves/Armour/Leggings/ Boots/Pauldrons	Medium Armour	2 Tough Leather Pads, 2 Leather Guards, 3 Boiled Medium Leathers	Dusky Huorn Root	Tough Leather Helm/Gloves/ Armour/Leggings/Boots/Paul- drons



JOURNEYMAN TAILOR				
Recipe	Type	Ingredients	Optional Ingredient	Item(s) Produced (Critical)
Heavy Leather Helm/ Gloves/Armour/Leggings/ Boots/Pauldrons	Medium Armour	3 Leather Braces, 3 Leather Guards, 4 Boiled Medium Leathers	Clean Barghest Tail	Stout Leather Helm/Gloves/ Armour/Leggings/Boots/Pauldrons
Fine Leather Helm/Gloves/ Armour/Leggings/Boots/ Pauldrons	Medium Armour	3 Tough Leather Pads, 3 Leather Guards, 5 Boiled Medium Leathers, 1 Wild-thorn's Bark (Drop)	—	Exquisite Leather Leggings
Minor Pennant of Hope	Pennants	2 Leather Braces, 2 Leather Guards, 2 Bolts of Linen Cloth (Purchased), 1 Spool of Fine Thread (Purchased)	Clean Barghest Tail	Minor Pennant of Hope
Minor Pennant of War	Pennants	2 Leather Braces, 2 Leather Guards, 2 Bolts of Linen Cloth (Purchased), 1 Spool of Fine Thread (Purchased)	Clean Barghest Tail	Minor Pennant of War
Minor Pennant of Defence	Pennants	2 Leather Braces, 2 Leather Guards, 2 Bolts of Linen Cloth (Purchased), 1 Spool of Fine Thread (Purchased)	Clean Barghest Tail	Minor Pennant of Defence
Burglar Tools	Tool	2 Leather Braces, 2 Leather Guards, 2 Bolts of Linen Cloth (Purchased), 1 Spool of Fine Thread (Purchased)	Clean Barghest Tail	Burglar Tools

EXPERT TAILOR				
Recipe	Type	Ingredients	Optional Ingredient	Item(s) Produced (Critical)
Cotton Helm/Gloves/ Armour/Leggings/Boots/ Pauldrons	Light Armour	2 Sturdy Leather Guards, 2 Sturdy Leather Bindings, 2 Bolts of Cotton Cloth (Purchased)	Large Warg Tail	Cotton Helm/Gloves/Armour/ Leggings/Boots/Pauldrons
Fine Traveler's Pauldrons	Light Armour	3 Reinforced Leather Pads, 2 Embossed Leather Braces, 5 Bolts of Cotton Cloth (Purchased), 1 Green Moss (Drop)	—	Exquisite Traveler's Pauldrons
Fine Traveler's Boots	Light Armour	3 Reinforced Leather Pads, 2 Embossed Leather Braces, 5 Bolts of Cotton Cloth (Purchased), 1 Silverclaw's Claw (Drop)	—	Exquisite Traveler's Boots
Fine Traveler's Armour	Light Armour	3 Reinforced Leather Pads, 2 Embossed Leather Braces, 5 Bolts of Cotton Cloth (Purchased), 1 Grish's Tail (Drop)	—	Exquisite Traveler's Armour

EXPERT TAILOR				
Recipe	Type	Ingredients	Optional Ingredient	Item(s) Produced (Critical)
Fine Traveler's Leggings	Light Armour	3 Reinforced Leather Pads, 2 Embossed Leather Braces, 5 Bolts of Cotton Cloth (Purchased), 1 Grish's Tail (Drop)	—	Exquisite Traveler's Leggings
Fine Traveler's Gloves	Light Armour	3 Reinforced Leather Pads, 2 Embossed Leather Braces, 5 Bolts of Cotton Cloth (Purchased), 1 Kraur's Paw (Drop)	—	Exquisite Traveler's Gloves
Fine Traveler's Helm	Light Armour	3 Reinforced Leather Pads, 2 Embossed Leather Braces, 5 Bolts of Cotton Cloth (Purchased), 1 Grish's Tail (Drop)	—	Exquisite Traveler's Helm
Heavy Cotton Helm/ Gloves/Armour/Leggings/ Boots/Pauldrons	Light Armour	3 Sturdy Leather Guards, 3 Sturdy Leather Bindings, 4 Bolts of Cotton Cloth (Purchased)	Large Warg Tail	Stout Cotton Helm/Gloves/ Armour/Leggings/Boots/Pauldrons
Traveler's Helm/Gloves/ Armour/Leggings/Boots/ Pauldrons	Light Armour	2 Reinforced Leather Pads, 1 Embossed Leather Brace, 3 Bolts of Cotton Cloth (Purchased)	Clean Drake Tail	Ranger Helm/Gloves/Armour/ Leggings/Boots/Pauldrons
Sturdy Leather Binding	Components	2 Boiled Sturdy Leathers	Large Warg Tail	3 Sturdy Leather Bindings
Sturdy Leather Guard	Components	2 Boiled Sturdy Leathers	Large Warg Tail	3 Sturdy Leather Guards
Embossed Leather Brace	Components	3 Boiled Sturdy Leathers, 1 Polished Ruby (Jeweller Crafted)	Large Warg Tail	3 Embossed Leather Braces
Reinforced Leather Pad	Components	3 Boiled Sturdy Leathers	Large Warg Tail	3 Reinforced Leather Pads
Sturdy Leather Helm/ Gloves/Armour/Leggings/ Boots/Pauldrons	Medium Armour	2 Sturdy Leather Guards, 2 Sturdy Leather Bindings, 2 Boiled Sturdy Leathers	Large Warg Tail	Sturdy Leather Helm/Gloves/ Armour/Leggings/Boots/Pauldrons
Reinforced Sturdy Leather Helm/Gloves/Armour/ Leggings/Boots/Pauldrons	Medium Armour	3 Sturdy Leather Guards, 3 Sturdy Leather Bindings, 4 Boiled Sturdy Leathers	Large Warg Tail	Stout Sturdy Leather Helm/ Gloves/Armour/Leggings/Boots/ Pauldrons
Fine Outrider's Armour	Medium Armour	3 Reinforced Leather Pads, 5 Boiled Sturdy Leathers, 2 Embossed Leather Braces, 1 Grish's Tail	—	Exquisite Ranger Armour
Fine Outrider's Boots	Medium Armour	3 Reinforced Leather Pads, 5 Boiled Sturdy Leathers, 2 Embossed Leather Braces, 1 Silverclaw's Claw	—	Exquisite Ranger Boots
Fine Outrider's Leggings	Medium Armour	3 Reinforced Leather Pads, 5 Boiled Sturdy Leathers, 2 Embossed Leather Braces, Grish's Tail	—	Exquisite Ranger Leggings



EXPERT TAILOR				
Recipe	Type	Ingredients	Optional Ingredient	Item(s) Produced (Critical)
Fine Outrider's Gloves	Medium Armour	3 Reinforced Leather Pads, 5 Boiled Sturdy Leathers, 2 Embossed Leather Braces, 1 Kraur's Paw	—	Exquisite Ranger Gloves
Fine Outrider's Pauldrons	Medium Armour	3 Reinforced Leather Pads, 5 Boiled Sturdy Leathers, 2 Embossed Leather Braces	—	Exquisite Ranger Pauldrons
Fine Outrider's Helm	Medium Armour	3 Reinforced Leather Pads, 5 Boiled Sturdy Leathers, 2 Embossed Leather Braces	—	Exquisite Ranger Helm
Outrider's Helm/Gloves/Armour/Leggings/Boots/Pauldrons	Medium Armour	2 Reinforced Leather Pads, 1 Boiled Sturdy Leather, 1 Embossed Leather Brace	Clean Drake Tail	Stout Ranger Helm/Gloves/Armour/Leggings/Boots/Pauldrons
Pennant of Hope	Pennants	2 Sturdy Leather Guards, 2 Sturdy Leather Bindings, 1 Bolt of Cotton Cloth (Purchased), 1 Spool of Cotton Thread (Purchased)	Large Warg Tail	Pennant of Hope
Pennant of War	Pennants	2 Sturdy Leather Guards, 2 Sturdy Leather Bindings, 1 Bolt of Cotton Cloth (Purchased), 1 Spool of Cotton Thread (Purchased)	Large Warg Tail	Pennant of War
Pennant of Defence	Pennants	2 Sturdy Leather Guards, 2 Sturdy Leather Bindings, 1 Bolt of Cotton Cloth (Purchased), 1 Spool of Cotton Thread (Purchased)	Large Warg Tail	Pennant of Defence
Burglar Tools	Tool	2 Reinforced Leather Pads, 1 Embossed Leather Brace, 1 Bolt of Cotton Cloth (Purchased), 1 Spool of Cotton Thread (Purchased)	Clean Barghest Tail	Burglar Tools

ARTISAN TAILOR				
Recipe	Type	Ingredients	Optional Ingredient	Item(s) Produced (Critical)
Explorer's Helm/Gloves/Armour/Leggings/Boots/Pauldrons	Light Armour	3 Pristine Leather Braces, 2 Pristine Leather Plates, 3 Bolts of Silk Cloth (Purchased)	Very Sharp Auroch Tail	Explorer's Helm/Gloves/Armour/Leggings/Boots/Pauldrons
Scholar's Helm/Gloves/Armour/Leggings/Boots/Pauldrons	Light Armour	2 Darkened Leather Guards, 1 Darkened Leather Binding, 4 Bolts of Silk Cloth (Purchased)	Huge Drake Tail	Scholar's Helm/Gloves/Armour/Leggings/Boots/Pauldrons

ARTISAN TAILOR				
Recipe	Type	Ingredients	Optional Ingredient	Item(s) Produced (Critical)
Fine Scholar's Gloves	Light Armour	2 Darkened Leather Guards, 2 Darkened Leather Bindings, 6 Bolts of Silk Cloth (Purchased), 1 Steelmaw's Paw	—	Exquisite Scholar's Gloves
Fine Scholar's Boots	Light Armour	2 Darkened Leather Guards, 2 Darkened Leather Bindings, 6 Bolts of Silk Cloth (Purchased), 1 Windscreamer's Claw	—	Exquisite Scholar's Boots
Fine Scholar's Helm	Light Armour	2 Darkened Leather Guards, 2 Darkened Leather Bindings, 6 Bolts of Silk Cloth (Purchased), 1 Karnasht's Tooth	—	Exquisite Scholar's Helm
Fine Scholar's Armour	Light Armour	2 Darkened Leather Guards, 2 Darkened Leather Bindings, 6 Bolts of Silk Cloth (Purchased)	—	Exquisite Scholar's Armour
Fine Scholar's Pauldrons	Light Armour	2 Darkened Leather Guards, 2 Darkened Leather Bindings, 6 Bolts of Silk Cloth (Purchased)	—	Exquisite Scholar's Pauldrons
Fine Scholar's Leggings	Light Armour	2 Darkened Leather Guards, 2 Darkened Leather Bindings, 6 Bolts of Silk Cloth (Purchased), 1 Steelmaw's Paw	—	Exquisite Scholar's Leggings
Loose Explorer's Helm/ Gloves/Armour/Leggings/ Boots/Pauldrons	Light Armour	4 Pristine Leather Braces, 3 Pristine Leather Plates, 3 Bolts of Silk Cloth (Purchased)	Very Sharp Auroch Tail	Pliant Explorer's Helm/Gloves/ Armour/Leggings/Boots/ Pauldrons
Pristine Leather Brace/ Plate	Components	2 Boiled Pristine Leathers	Very Sharp Auroch Tail	3 Pristine Leather Braces/Plates
Darkened Leather Guard/ Bindings	Components	4 Boiled Pristine Leathers, 1 Polished Adamant (Jeweller Created)	Very Sharp Auroch Tail	3 Darkened Leather Guards/ Bindings
Skirmisher's Leather Helm/Gloves/Armour/ Leggings/Boots/Pauldrons	Medium Armour	3 Pristine Leather Braces, 2 Pristine Leather Plates, 3 Boiled Pristine Leathers	Very Sharp Auroch Tail	Skirmisher's Leather Helm/ Gloves/Armour/Leggings/ Boots/Pauldrons
Skirmisher's Heavy Leather Helm/Gloves/ Armour/Leggings/Boots/ Pauldrons	Medium Armour	4 Pristine Leather Braces, 3 Pristine Leather Plates, 5 Boiled Pristine Leathers	Very Sharp Auroch Tail	Skirmisher's Stout Leather Helm/Gloves/Armour/Leggings/ Boots/Pauldrons
Hunter's Helm/Gloves/ Armour/Leggings/Boots/ Pauldrons	Medium Armour	2 Darkened Leather Guards, 1 Darkened Leather Binding, 4 Pristine Boiled Leather	Huge Drake Tail	Hunter's Helm/Gloves/Armour/ Leggings/Boots/Pauldrons
Fine Hunter's Armour	Medium Armour	2 Darkened Leather Guards, 2 Darkened Leather Bindings, 6 Pristine Boiled Leather, 1 Driftmane's Fang	—	Exquisite Hunter's Armour



ARTISAN TAILOR				
Recipe	Type	Ingredients	Optional Ingredient	Item(s) Produced (Critical)
Fine Hunter's Helm	Medium Armour	2 Darkened Leather Guards, 2 Darkened Leather Bindings, 6 Pristine Boiled Leathers, 1 Karnasht's Tooth	—	Exquisite Hunter's Helm
Fine Hunter's Gloves	Medium Armour	2 Darkened Leather Guards, 2 Darkened Leather Bindings, 6 Pristine Boiled Leathers, 1 Steelmaw's Paw	—	Exquisite Hunter's Gloves
Fine Hunter's Leggings	Medium Armour	2 Darkened Leather Guards, 2 Darkened Leather Bindings, 6 Pristine Boiled Leathers, 1 Driftmane's Fang	—	Exquisite Hunter's Leggings
Fine Hunter's Boots	Medium Armour	2 Darkened Leather Guards, 2 Darkened Leather Bindings, 6 Pristine Boiled Leathers, 1 Windscreamer's Claw	—	Exquisite Hunter's Boots
Fine Hunter's Pauldrons	Medium Armour	2 Darkened Leather Guards, 2 Darkened Leather Bindings, 6 Pristine Boiled Leathers, 1 Karnasht's Tooth	—	Exquisite Hunter's Pauldrons
Advanced Burglar Tools	Tool	2 Darkened Leather Guards, 1 Darkened Leather Binding, 3 Bolts of Silk Cloth (Purchased), 1 Spool of Silk Thread (Purchased)	Very Sharp Auroch Tail	Advanced Burglar Tools
Major Pennant of Hope/War/Defence	Pennants	3 Pristine Leather Braces, 2 Pristine Leather Plates, 2 Bolts of Silk Cloth (Purchased), 1 Spool of Silk Thread (Purchased)	Very Sharp Auroch Tail	Major Pennant of Hope/War/Defence

MASTER TAILOR				
Recipe	Type	Ingredients	Optional Ingredient	Item(s) Produced (Critical)
Pristine Helm/Gloves/Armour/Leggings/Boots/Pauldrons	Light Armour	2 Exceptional Leather Pads, 2 Exceptional Leather Bindings, 3 Bolts of Elven Cloth (Purchased)	Lethal Sharp Dread Turtle Webbed Claw	Pristine Helm/Gloves/Armour/Leggings/Boots/Pauldrons
Padded Pristine Helm/Gloves/Armour/Leggings/Boots/Pauldrons	Light Armour	3 Exceptional Leather Pads, 3 Exceptional Leather Bindings, 5 Bolts of Elven Cloth (Purchased)	Lethal Sharp Dread Turtle Webbed Claw	Stout Pristine Helm/Gloves/Armour/Leggings/Boots/Pauldrons
Radiant Helm/Gloves/Armour/Leggings/Boots/Pauldrons	Light Armour	1 Galadrim Guard, 1 Blessed Leather Plate, 4 Bolts of Elven Cloth (Purchased)	Lethal Sharp Dread Turtle Webbed Claw	Radiant Helm/Gloves/Armour/Leggings/Boots/Pauldrons
Exceptional Leather Pads/Bindings	Components	3 Boiled Exceptional Leathers	3 Exceptional Leather Pads/Bindings	Lethal Sharp Dread Turtle Webbed Claw



MASTER TAILOR				
Recipe	Type	Ingredients	Optional Ingredient	Item(s) Produced (Critical)
Galadrim Guard/Blessed Leather Plate	Components	6 Boiled Exceptional Leathers, 1 Polished Elf-Stone (Jeweller Crafted)	Lethal Sharp Dread Turtle Webbed Claw	3 Galadrim Guards/Blessed Leather Plates
Ranger's Helm/Gloves/Armour/Leggings/Boots/Pauldrons	Medium Armour	2 Exceptional Leather Pads, 2 Exceptional Leather Bindings, 3 Boiled Exceptional Leathers	Lethal Sharp Dread Turtle Webbed Claw	Ranger's Helm/Gloves/Armour/Leggings/Boots/Pauldrons
Fine Ranger's Helm/Gloves/Armour/Leggings/Boots/Pauldrons	Medium Armour	3 Exceptional Leather Pads, 3 Exceptional Leather Bindings, 5 Boiled Exceptional Leathers	Lethal Sharp Dread Turtle Webbed Claw	Exquisite Ranger's Helm/Gloves/Armour/Leggings/Boots/Pauldrons
Galadrim Helm/Gloves/Armour/Leggings/Boots/Pauldrons	Medium Armour	1 Galadrim Guard, 1 Blessed Leather Plate, 4 Boiled Exceptional Leathers	Lethal Sharp Dread Turtle Webbed Claw	Galadrim Helm/Gloves/Armour/Leggings/Boots/Pauldrons

Weaponsmith

Welcome to the wonderful world of crafting weapons. You start by choosing the Armsman profession when speaking to a Master of Apprentices (you gain the professions Weaponsmith, Prospector, and Woodworker), or you can also gain Weaponsmith if you select the Historian profession. You can find a Master in Thorin's Hall, Combe, Bree, and Michel Delving in the Shire.



Weaponsmiths can fashion some amazing swords.

A Weaponsmith takes ingots and forges it into swords, greatswords, maces, halberds, axes, daggers, and throwing axes. Use the Prospector's skill to mine ore at nodes found all over the landscape, depending on the area, and forge the ore into ingots. Each node holds one to three resources of one type (copper, tin, silver, etc.) and may also have a gem.

When you have enough ingots, you can use the same forge to craft. Open your Crafting menu with your Smithing Hammer equipped; any items available to create with the materials in your inventory will be highlighted. Select one and then click on the Make button on the Craft menu. If you wish to make more than one, change the "1" in the lower right-hand corner next to the Make button to whatever amount you wish to auto-make.

As you create items, your crafting experience adds up. You will receive six experience points for all component pieces and eight experience points for weapons and traps. You begin as an Apprentice, and after reaching the Proficient level of that tier, you can master it; mastery unlocks better-quality weapons. Of course, better weapons require better materials to craft. Mastering a crafting level gives you a chance for a "critical success," which will turn a normal weapon into an uncommon one or an uncommon one into a rare one.

As a Weaponsmith, you can make bladed weapons with your Smithing Hammer and will have access to the forge. To get started, you need Bronze Ingots, which you can acquire from a Prospector. Early on, your best option for raising this profession is making Bronze Throwing Axes (requires four Bronze Ingots). Next, make Bronze Blades. After making 12–15 Bronze Throwing Axes and Bronze Blades, you should have completed the Apprentice tier.

You will learn some recipes upon receiving access to that tier of Weaponsmithing, others you can purchase at Novice or Expert Weaponsmith trainers, and the rest will be dropped off mobs in the wilderness.

TIP If you want to put a little time into your craft but want to have a long-term benefit, try a class like Weaponsmith or even Tailor. These professions create goods that stay around forever, unlike one-shots from other professions like the Scholar's buffs or the Cook's cuisine.



The Strength of the Smith (Part I)

When you hit 200 skill on Apprentice, speak to a Novice Weaponsmith to pick up a quest that opens up Journeyman (Tier 2). You will be directed to speak to a renowned Weaponsmith in Bree, near the forge in the Market area. Simply find Jon Whetstone and speak to him; he will see that you have worked hard and will grant your Proficiency level in Tier 1.

The Strength of the Smith (Part II)

After you reach 280 in Journeyman, speak to a Novice Weaponsmith, who tells you to speak to Jon Whetstone again in Bree. This time, Jon has a bit more adventuring for you to do before he'll grant your next proficiency and open up the Expert level of Weaponsmithing. He wants you to make him an Elven Hunting Dagger, and he's got a list of items you need to gather to do it.

You must collect one Ruined Elven Blade, one Iron Hilt, and four Low-grade Steel Ingots. The Iron Hilt and ingots you can make on your own; just collect the ingredients and forge them. To find the Ruined Elven Blade, you venture to the Lone-lands, to the Naerost ruins. This is the home of half-orc bandits, Level 19 and higher. Take some friends if you are too low-level to travel there on your own. Once at Naerost, kill half-orc bandits until one of them coughs up the Ruined Elven Blade. If you can't find a Fellowship, look for Snagabash outside the entrance of Naerost; he is a signature foe and also drops the Ruined Elven Blade. Then take the blade and the other pieces back to Bree and make the dagger that Jon wishes to see. Once that is done, speak to Jon again and show him your fine handiwork. You get to keep the Elven Hunting Dagger (1.7 DPS, adds 1% to Critical Hit Chance), and he grants you Tier 2 Proficiency.

The Strength of the Smith (Part III)

When you reach 360 skill points as an Expert, you must visit a Novice Weaponsmith trainer to pick up the quest to open up the Artisan level. The trainer asks that you visit Ottar in the Dwarf city of Othrikar in North Downs. Othrikar is

located in Nan Amlug West in the North Downs, north of Kingsfell. You will find Ottar near the center of the Dwarf city, next to a large crucible.

After speaking to Ottar, he grants you Tier 3 Proficiency and opens up the Artisan level for you. However, he tells you that he can grant you access to the superior forge after he makes sure you are worthy. He bestows the quest Amber for Othrikar.

Head north out of Othrikar, and when you reach the mountain base, follow it west to find the missing miner, Jaki.

After you speak to Jaki, he tells you to pick up the amber and carry it back to Ottar. The amber is in a backpack next to Jaki. Be careful while carrying the amber. If you fall, walk through water, or stop to fight any mobs, you will drop it and fail the quest. Run straight to Othrikar and try to avoid the mobs; even if they follow or attack you, do not stop running. The mobs will eventually stop chasing you, and you can deliver the amber safely to Ottar. You can now use the superior forge in Thorin's Hall to craft superb weapons!



You'll soon be crafting weapons better than these.

The Strength of the Smith (Part IV)

The expert weaponsmith vendors send you to speak with Tralli Hammerfist at the Northern Barricade of Rath Teraig, in Ered Luin. Tralli asks you to make a Fist of the Dwarves to prove your skill. He gives you his notes with information about the ingredients you will need. Follow the notes, gather the ingredients and create the item to earn your reward.

APPRENTICE WEAPONSMITH				
Recipe	Ingredients	Optional Ingredient	Item(s) Produced (Normal)	Item(s) Produced (Critical)
Bronze Blade	2 Bronze Ingots	1 Dirty Neekerbrecker Eye	—	Chance to produce 3 items
Bronze Hilt	2 Bronze Ingots, 1 Light Hide	1 Dirty Neekerbrecker Eye	—	Chance to produce 3 items
Bronze Sword	1 Bronze Blade, 1 Bronze Hilt, 2 Bronze Ingots	1 Dirty Neekerbrecker Eye	Damage: 6–9 common; Speed: 2; DPS: 3.8; Level 7	Damage: 7–10 common; Speed: 2; DPS: 4.4; Level 7
Bronze Greatsword	1 Bronze Blade, 1 Bronze Hilt, 2 Bronze Ingots	1 Dirty Neekerbrecker Eye	Damage: 11–15 common; Speed: 2.8; DPS: 4.6; Level 7	Damage: 12–17 common; Speed: 2.8; DPS: 5.2; Level 7



APPRENTICE WEAPONSMITH

Recipe	Ingredients	Optional Ingredient	Item(s) Produced (Normal)	Item(s) Produced (Critical)
Bronze Axe	2 Bronze Blades, 2 Bronze Ingots	1 Dirty Neekerbrecker Eye	Damage: 8–11 common; Speed: 2.4; DPS: 3.8; Level 7	Damage: 9–12 common; Speed: 2.4; DPS: 4.4; Level 7
Bronze Dagger	1 Bronze Blade, 1 Bronze Hilt, 2 Bronze Ingots	1 Dirty Neekerbrecker Eye	Damage: 6–7 common; Speed: 1.7; DPS: 3.8; 1% to Critical Hit Chance; Level 7	Damage: 6–8 common; Speed: 1.7; DPS: 4.4; 1% to Critical Hit Chance; Level 7
Bronze Throwing Axe	1 Bronze Blade, 1 Bronze Hilt, 2 Bronze Ingots	1 Dirty Neekerbrecker Eye	Level 7	Level 7
Heavy Bronze Dagger	1 Bronze Blade, 1 Bronze Hilt, 4 Bronze Ingots	1 Dirty Neekerbrecker Eye	Damage: 6–8 common; Speed: 1.7; DPS: 4.4; 1% to Critical Hit Chance; Level 7	Damage: 7.9 common; Speed: 1.7; DPS: 4.9; 1% to Critical Hit Chance; 2% to Power Regeneration out of combat; Level 7
Heavy Bronze Greatsword	1 Bronze Blade, 1 Bronze Hilt, 4 Bronze Ingots	1 Dirty Neekerbrecker Eye	Damage: 12–17 common; Speed: 2.8; DPS: 5.2; Level 7	Damage: 14–19 common; Speed: 2.8; DPS: 5.9; 1.5 to Power Regeneration out of combat; Level 7
Heavy Bronze Axe	2 Bronze Blades, 4 Bronze Ingots	1 Dirty Neekerbrecker Eye	Damage: 9–12 common; Speed: 2.4; DPS: 4.4; Level 7	Damage: 10–14 common; Speed: 2.4; DPS: 4.9; 2 Power Regeneration out of combat; Level 7
Heavy Bronze Sword	1 Bronze Blade, 1 Bronze Hilt, 4 Bronze Ingots	1 Dirty Neekerbrecker Eye	Damage: 7–10 common; Speed: 2; DPS: 4.4; Level 7	Damage: 8–12 common; Speed: 2; DPS: 4.9; 2 Power Regeneration out of combat; Level 7
Heavy Bronze Headman's Axe	2 Bronze Blades, 4 Bronze Ingots	1 Dirty Neekerbrecker Eye	Damage: 14–19 common; Speed: 3.1; DPS: 5.2; Level 7	Damage: 15–21 common; Speed: 3.1; DPS: 5.9; 1.5 to Power Regeneration in Combat; Level 7
Heavy Bronze Mace	1 Bronze Hilt, 6 Bronze Ingots, 1 Short Rowan Staff	1 Dirty Neekerbrecker Eye	Damage: 8–12 common; Speed: 2.3; DPS: 4.4; Level 7	Damage: 9–14 common; Speed: 2.3; DPS: 4.9; 2 Power Regeneration out of combat; Level 7

JOURNEYMAN WEAPONSMITH

Recipe	Ingredients	Optional Ingredient	Item(s) Produced (Normal)	Item(s) Produced (Critical)
Iron Blade	2 Barrow Iron Ingots	1 Blackened Barghest Ear	—	Chance to produce 3 items
Iron Hilt	2 Barrow Iron Ingots, 1 Medium Hide	1 Blackened Barghest Ear	—	Chance to produce 3 items



JOURNEYMAN WEAPONSMITH				
Recipe	Ingredients	Optional Ingredient	Item(s) Produced (Normal)	Item(s) Produced (Critical)
Steel Blade	2 Low-grade Barrow Iron Ingots	1 Blackened Barghest Ear	—	Chance to produce 3 items
Basic Bear Trap	5 Low-grade Steel Ingots, 2 Low-grade Steel Bolts	1 Dusky Lynx Claw	Capable of trapping and slightly damaging a target; usable by Level 15 Hunters	Chance to produce 2 traps
Multi-Trap (2 Targets)	5 Low-grade Steel Ingots, 3 Low-grade Steel Bolts	1 Dusky Lynx Claw	Capable of trapping up to 2 targets; usable by Level 20 Hunters	Chance to produce 2 traps
Iron Sword	1 Iron Blade, 1 Iron Hilt, 2 Barrow Iron Ingots	1 Blackened Barghest Ear	Damage: 10–14 common; Speed: 2; DPS: 6.1; Level 13	Damage: 12–16 common; Speed: 2; DPS: 7; Level 13
Iron Greatsword	1 Iron Blade, 1 Iron Hilt, 2 Barrow Iron Ingots	1 Blackened Barghest Ear	Damage: 17–24 common; Speed: 2; DPS: 7.3; Level 13	Damage: 19–28 common; Speed: 2; DPS: 8.4; Level 13
Iron Axe	2 Iron Blades, 2 Barrow Iron Ingots	1 Blackened Barghest Ear	Damage: 12–17 common; Speed: 2.4; DPS: 6.1; Level 13	Damage: 14–19 common; Speed: 2.4; DPS: 7; Level 13
Iron Dagger	1 Iron Blade, 1 Iron Hilt, 2 Barrow Iron Ingots	1 Blackened Barghest Ear	Damage: 9–12 common; Speed: 1.7; DPS: 6.1; 1% to Critical Hit Chance; Level 13	Damage: 10–13 common; Speed: 1.7; DPS: 7; 1% to Critical Hit Chance; Level 13
Iron Throwing Axe	1 Iron Blade, 1 Iron Hilt, 2 Barrow Iron Ingots	1 Blackened Barghest Ear	Level 13	Level 13
Steel Axe	2 Steel Blades, 1 Low-grade Steel Ingot	1 Dusky Lynx Claw	Damage: 20–27 common; Speed: 2.4; DPS: 9.6; Level 19	Damage: 22–30 common; Speed: 2.4; DPS: 10.8; Level 19
Steel Dagger	1 Steel Blade, 1 Iron Hilt, 2 Low-grade Steel Ingots	1 Dusky Lynx Claw	Damage: 14–18 common; Speed: 1.7; DPS: 9.6; 1% to Critical Hit Chance; Level 19	Damage: 16–21 common; Speed: 1.7; DPS: 10.8; 1% to Critical Hit Chance; Level 19
Steel Greatsword	1 Steel Blade, 1 Iron Hilt, 2 Low-grade Steel Ingots	1 Dusky Lynx Claw	Damage: 27–38 common; Speed: 2.8; DPS: 11.5; Level 19	Damage: 30–43 common; Speed: 2.8; DPS: 13; Level 19
Steel Sword	1 Steel Blade, 1 Iron Hilt, 2 Low-grade Steel Ingots	1 Dusky Lynx Claw	Damage: 16–23 common; Speed: 2; DPS: 9.6; Level 19	Damage: 18–25 common; Speed: 2; DPS: 10.8; Level 19
Steel Throwing Axe	1 Steel Blade, 1 Iron Hilt, 2 Low-grade Steel Ingots	1 Dusky Lynx Claw	Level 19	Level 19
Heavy Iron Greatsword	1 Iron Blade, 1 Iron Hilt, 4 Barrow Iron Ingots	1 Blackened Barghest Ear	Damage: 19–28 common; Speed: 2.8; DPS: 8.4; +12 Might; Level 13	Damage: 22–31 common; Speed: 2.8; DPS: 9.4; +12 Might; Level 13

JOURNEYMAN WEAPONSMITH

Recipe	Ingredients	Optional Ingredient	Item(s) Produced (Normal)	Item(s) Produced (Critical)
Heavy Iron Sword	1 Iron Blade, 1 Iron Hilt, 4 Barrow Iron Ingots	1 Blackened Barghest Ear	Damage: 12–16 common; Speed: 2; DPS: 7; +2 Might; Level 13	Damage: 13–19 common; Speed: 2; DPS: 7.9; +2 Might; Level 13
Heavy Iron Dagger	1 Iron Blade, 1 Iron Hilt, 4 Barrow Iron Ingots	1 Blackened Barghest Ear	Damage: 10–13 common; Speed: 1.7; DPS: 7; 1% to Critical Hit Chance; +2 Agility; Level 13	Damage: 12–15 common; Speed: 1.7; DPS: 7.9; 1% to Critical Hit Chance; +2 Agility; Level 13
Heavy Iron Mace	1 Iron Hilt, 6 Barrow Iron Ingots, 1 Short Ash Shaft	1 Dusky Lynx Claw	Damage: 13–19 common; Speed: 2.3; DPS: 7; 10 to Max Power; Level 13	Damage: 14–22 common; Speed: 2.3; DPS: 7.9; 10 to Max Power; Level 13
Heavy Iron Headman's Axe	2 Iron Blades, 4 Barrow Iron Ingots	1 Blackened Barghest Ear	Damage: 22–30 common; Speed: 3.1; DPS: 8.4; 20 to Max Power; Level 13	Damage: 25–34 common; Speed: 3.1; DPS: 9.4; 20 to Max Power; Level 13
Heavy Iron Halberd	2 Iron Blades, 1 Long Ash Shaft, 4 Barrow Iron Ingots	1 Dusky Lynx Claw	Damage: 23–38 common; Speed: 3.2; DPS: 9.4; +12 Might; Level 13	Damage: 25–42 common; Speed: 3.2; DPS: 10.6; +12 Might; Level 13
Heavy Iron Axe	2 Iron Blades, 4 Barrow Iron Ingots	1 Blackened Barghest Ear	Damage: 14–19 common; Speed: 2.4; DPS: 7; +2 Vitality; Level 13	Damage: 16–11 common; Speed: 2.4; DPS: 7.9; +2 Vitality; Level 13
Forged Steel Halberd (Superior)	2 Steel Blades, 1 Long Ash Shaft, 4 Low-grade Steel Ingots, 1 Wildthorn's Bark	—	Damage: 31–52 common; Speed: 3.2; DPS: 13; 28 to Max Power; Level 19	Damage: 31–52 common; Speed: 3.2; DPS: 13; 28 to Power Max; +3 Might; Level 19
Forged Steel Dagger (Superior)	1 Steel Blade, 1 Steel Hilt, 4 Low-grade Steel Ingots, 1 Blackclaw's Claw	—	Damage: 16–21 common; Speed: 1.7; DPS: 10.8; 1% to Critical Hit Chance; +14 to Max Morale; Level 19	Damage: 16–21 common; Speed: 1.7; DPS: 10.8; 1% to Critical Hit Chance; +14 to Max Morale; +3 Agility; Level 19
Forged Steel Headman's Axe (Superior)	2 Steel Blades, 4 Low-grade Ingots, 1 Asht's Tooth	—	Damage: 34–46 common; Speed: 3.1; DPS: 13; +28 to Max Morale; Level 19	Damage: 34–46 common; Speed: 3.1; DPS: 13; +28 to Max Morale; +3 Fate; Level 19
Forged Steel Greatsword (Superior)	1 Steel Blade, 1 Iron Hilt, 4 Low-grade Steel Ingots, 1 Asht's Tooth	—	Damage: 30–43 common; Speed: 2.8; DPS: 13; +28 to Max Power; Level 19	Damage: 30–43 common; Speed: 2.8; DPS: 13; +28 to Max Power; +3 Might; Level 19
Forged Steel Sword (Superior)	1 Steel Blade, 1 Iron Hilt, 4 Low-grade Steel Ingots, 1 Sawtooth's Tooth	—	Damage: 18–25 common; Speed: 2; DPS: 10.8; +14 to Max Power; Level 19	Damage: 18–25 common; Speed: 2; DPS: 10.8; +14 to Max Power; +3 Might; Level 19



EXPERT WEAPONSMITH				
Recipe	Ingredients	Optional Ingredient	Item(s) Produced (Normal)	Item(s) Produced (Critical)
Bright Steel Blade	2 High-Grade Steel Ingots	1 Jagged Bear Claw	—	Chance to produce 3 items
Steel Hilt	2 High-Grade Steel Ingots, 1 Sturdy Hide	1 Jagged Bear Claw	—	Chance to produce 3 items
Steel Pommel	2 High-Grade Steel Ingots	1 Jagged Bear Claw	—	Chance to produce 3 items
Etched Steel Emblem	2 High-Grade Steel Ingots, 1 Polished Sapphire	1 Jagged Bear Claw	—	Chance to produce 3 items
Improved Bear Trap	5 High-Grade Steel Ingots, 2 High-Grade Steel Bolts	1 Sharp Auroch Tail	Capable of trapping and slightly damaging a target; usable by Level 24 Hunters	Chance to produce 2 traps
Multi-trap (3 Targets)	5 High-Grade Steel Ingots, 3 High-Grade Steel Bolts	1 Sharp Auroch Tail	Capable of trapping up to 3 targets; usable by Level 30 Hunters	Chance to produce 2 traps
Bright Steel Sword	1 Bright Steel Blade, 1 Bright Steel Hilt, 1 Bright Steel Pommel	1 Jagged Bear Claw	Damage: 19–28 common; Speed: 2; DPS: 11.8; Level 24	Damage: 22–31 common; Speed: 2; DPS: 13.3; Level 24
Bright Steel Greatsword	1 Bright Steel Blade, 1 Bright Steel Hilt, 1 High-Grade Steel Ingot, 1 Bright Steel Pommel	1 Jagged Bear Claw	Damage: 33–47 common; Speed: 2.8; DPS: 14.2; Level 24	Damage: 37–52 common; Speed: 2.8; DPS: 15.9; Level 24
Bright Steel Axe	2 Bright Steel Blades, 1 Bright Steel Hilt	1 Jagged Bear Claw	Damage: 24–33 common; Speed: 2.4; DPS: 11.8; Level 24	Damage: 27–37 common; Speed: 2.4; DPS: 13.3; Level 24
Bright Steel Dagger	1 Bright Steel Blade, 1 Bright Steel Hilt, 1 Bright Steel Pommel	1 Jagged Bear Claw	Damage: 17–23 common; Speed: 1.7; DPS: 11.8; 1% to Critical Hit Chance; Level 24	Damage: 20–26 common; Speed: 1.7; DPS: 13.3; 1% to Critical Hit Chance; Level 24
Bright Steel Throwing Axe	1 Bright Steel Blade, 1 Bright Steel Hilt, 1 Bright Steel Pommel	1 Jagged Bear Claw	Level 24	Level 24
Gondorian Greatsword	1 Bright Steel Blade, 1 Steel Hilt, 1 Etched Steel Emblem	1 Sharp Auroch Tail	Damage: 40–57 common; Speed: 2.8; DPS: 17.3; Level 30	Damage: 45–64 common; Speed: 2.8; DPS: 19.5; Level 30
Gondorian Axe	2 Bright Steel Blades, 1 Etched Steel Emblem	1 Sharp Auroch Tail	Damage: 29–40 common; Speed: 2.4; DPS: 14.4; Level 30	Damage: 33–45 common; Speed: 2.4; DPS: 16.2; Level 30
Gondorian Dagger	1 Bright Steel Blade, 1 Steel Hilt, 1 Etched Steel Emblem	1 Sharp Auroch Tail	Damage: 21–28 common; Speed: 1.7; DPS: 14.4; 15 to Critical Hit Chance; Level 30	Damage: 24–31 common; Speed: 1.7; DPS: 16.2; 15 to Critical Hit Chance; Level 30
Gondorian Sword	1 Bright Steel Blade, 1 Steel Hilt, 1 Etched Steel Emblem	1 Sharp Auroch Tail	Damage: 24–34 common; Speed: 2; DPS: 14.4; Level 30	Damage: 27–38 common; Speed: 2; DPS: 16.2; Level 30

Crafting



EXPERT WEAPONSMITH				
Recipe	Ingredients	Optional Ingredient	Item(s) Produced (Normal)	Item(s) Produced (Critical)
Gondorian Throwing Axe	1 Bright Steel Blade, 1 Steel Hilt, 1 Etched Steel Emblem	1 Sharp Auroch Tail	Level 30	Level 30
Heavy Bright-Steel Sword	1 Bright Steel Blade, 1 Steel Hilt, 2 High-Grade Steel Ingots, 1 Steel Pommel	1 Jagged Bear Claw	Damage: 19–28 common; Speed: 2; DPS: 11.8; +4 Might; Level 24	Damage: 21–30 common; Speed: 2; DPS: 13.3; +4 Might; Level 24
Heavy Bright-Steel Halberd	2 Bright Steel Blades, 1 Long Yew Shaft, 4 High-Grade Steel Ingots	1 Sharp Auroch Tail	Damage: 34–57 common; Speed: 3.2; DPS: 14.2; +8 Agility; Level 24	Damage: 37–62 common; Speed: 3.1; DPS: 15.9; +8 Agility; Level 24
Heavy Bright-Steel Mace	1 Steel Hilt, 6 High-Grade Steel Ingots, 1 Long Yew Shaft	1 Sharp Auroch Tail	Damage: 22–33 common; Speed: 2.3; DPS: 11.8; +4 Will; Level 24	Damage: 23–35 common; Speed: 2.3; DPS: 13.3; +4 Will; Level 24
Heavy Bright-Steel Axe	2 Bright Steel Blades, 2 High-Grade Steel Ingots, 1 Steel Pommel	1 Jagged Bear Claw	Damage: 24–33 common; Speed: 2.4; DPS: 11.8; +4 Vitality; Level 24	Damage: 26–35 common; Speed: 2.4; DPS: 13.3; +4 Vitality; Level 24
Heavy Bright-Steel Headman's Axe	2 Bright Steel Blades, 2 High-Grade Steel Ingots, 1 Steel Pommel	1 Jagged Bear Claw	Damage: 37–51 common; Speed: 3.1; DPS: 14.2; +8 Vitality; Level 24	Damage: 39–53 common; Speed: 3.1; DPS: 15.9; +8 Vitality; Level 24
Polished Gondorian Sword	1 Bright Steel Blade, 1 Steel Hilt, 1 Etched Steel Emblem, 2 High-Grade Steel Ingots, 1 Grish's Tail	—	Damage: 27–38 common; Speed: 2; DPS: 16.2; +5 Vitality; Level 30	Damage: 27–38 common; Speed: 2; DPS: 16.2; +5 Vitality; 0.9 to Power Regeneration in Combat; Level 30
Polished Gondorian Dagger	1 Bright Steel Blade, 1 Steel Hilt, 1 Etched Steel Emblem, 2 High-Grade Steel Ingots, 1 Kurshat's Tooth	—	Damage: 24–31 common; Speed: 1.7; DPS: 16.2; 1% to Critical Hit Chance; +5 Vitality; Level 30	Damage: 24–31 common; Speed: 1.7; DPS: 16.2; 1% to Critical Hit Chance; +5 Vitality; 0.9 to Power Regeneration in Combat; Level 30
Polished Gondorian Mace	1 Steel Hilt, 1 Etched Steel Emblem, 4 High-Grade Steel Ingots, 1 Grish's Tail	—	Damage: 30–45 common; Speed: 2.3; DPS: 16.2; +5 Might; Level 30	Damage: 30–45 common; Speed: 2.3; DPS: 16.2; +5 Might; 0.9 to Power Regeneration in Combat; Level 30

ARTISAN WEAPONSMITH				
Recipe	Ingredients	Optional Ingredient	Item(s) Produced (Normal)	Item(s) Produced (Critical)
Dwarf-Craft Blade	3 Dwarf-Steel Ingots	1 Very Sharp Lynx Claw	—	Chance to produce 3 items
Westernesse Blade	3 Westernesse Steel Ingots	1 Very Sharp Lynx Claw	—	Chance to produce 3 items
Strong Steel Hilt	3 Dwarf-Steel Ingots, 1 Pristine Leather Hide	1 Very Sharp Lynx Claw	—	Chance to produce 3 items



ARTISAN WEAPONSMITH				
Recipe	Ingredients	Optional Ingredient	Item(s) Produced (Normal)	Item(s) Produced (Critical)
Finely Balanced Guard	3 Westernesse Steel Ingots, 1 Polished Adamant	1 Very Sharp Lynx Claw	—	Chance to produce 3 items
Dwarf-Craft Sword	1 Dwarf-Craft Blade, 1 Strong Steel Hilt, 1 Finely Balanced Guard	1 Very Sharp Lynx Claw	Damage: 27–38 common; Speed: 3.1; DPS: 16.2; Level 34	Damage: 30–43 common; Speed: 3.1; DPS: 18.2; Level 34
Dwarf-Craft Greatsword	1 Dwarf-Craft Blade, 1 Strong Steel Hilt, 1 Finely Balanced Guard	1 Very Sharp Lynx Claw	Damage: 45–64 common; Speed: 2.8; DPS: 19.4; Level 34	Damage: 50–72 common; Speed: 2.8; DPS: 21.8; Level 34
Dwarf-Craft Axe	2 Dwarf-Craft Blades, 1 Strong Steel Hilt, 1 Dwarf-Steel Ingot	1 Very Sharp Lynx Claw	Damage: 33–45 common; Speed: 2.4; DPS: 16.2; Level 34	Damage: 37–50 common; Speed: 2.4; DPS: 18.2; Level 34
Dwarf-Craft Dagger	1 Dwarf-Craft Blade, 1 Strong Steel Hilt, 1 Finely Balanced Guard	1 Very Sharp Lynx Claw	Damage: 24–31 common; Speed: 1.7; DPS: 16.2; 1% to Critical Hit Chance; Level 34	Damage: 27–35 common; Speed: 1.7; DPS: 18.2; 1% to Critical Hit Chance; Level 34
Dwarf-Craft Throwing Axe	1 Dwarf-Craft Blade, 1 Strong Steel Hilt, 1 Finely Balanced Guard	1 Very Sharp Lynx Claw	Level 34	Level 34
Westernesse Sword	1 Westernesse Steel Blade, 1 Strong Steel Hilt, 1 Finely Balanced Guard	1 Huge Drake Tail	Damage: 27–38 Westernesse; Speed: 2; DPS: 16.2; Level 34	Damage: 33–47 Westernesse; Speed: 2; DPS: 20.2; Level 38
Westernesse Greatsword	1 Westernesse Steel Blade, 1 Strong Steel Hilt, 1 Finely Balanced Guard	1 Huge Drake Tail	Damage: 45–64 Westernesse; Speed: 2.8; DPS: 19.4; Level 34	Damage: 56–80 Westernesse; Speed: 2.8; DPS: 24.2; Level 38
Westernesse Dagger	1 Westernesse Steel Blade, 1 Strong Steel Hilt, 1 Finely Balanced Guard	1 Huge Drake Tail	Damage: 24–31 Westernesse; Speed: 1.7; DPS: 16.2; 1% to Critical Hit Chance; Level 34	Damage: 30–39 Westernesse; Speed: 1.7; DPS: 20.2; 1% to Critical Hit Chance; Level 38
Westernesse Axe	2 Westernesse Steel Blades, 1 Strong Steel Hilt, 1 Westernesse Steel Ingot	1 Huge Drake Tail	Damage: 33–45 Westernesse; Speed: 2.4; DPS: 16.2; Level 34	Damage: 41–56 Westernesse; Speed: 2.4; DPS: 20.2; Level 38
Westernesse Throwing Axe	2 Westernesse Steel Blades, 1 Strong Steel Hilt, 4 Westernesse Steel Ingots	1 Huge Drake Tail	Level 34	Level 38
Forged Dwarf-Craft Greatsword	1 Dwarf-Craft Blade, 1 Strong Steel Hilt, 1 Finely Balanced Guard, 3 Dwarf-Steel Ingots	1 Very Sharp Lynx Claw	Damage: 45–64 common; Speed: 2.8; DPS: 19.4; +10 Vitality; Level 34	Damage: 50–72 common; Speed: 2.8; DPS: 21.8; +10 Vitality; +10 Might; Level 34
Forged Dwarf-Craft Mace	1 Strong Steel Hilt, 9 Dwarf-Steel Ingots, 1 Short Lebethron Shaft	1 Huge Drake Tail	Damage: 30–45 common; Speed: 2.3; DPS: 16.2; +24 to Max Morale; Level 34	Damage: 33–50 common; Speed: 2.3; DPS: 18.2; +34 to Max Morale; Level 34
Forged Dwarf-Craft Halberd	2 Dwarf-Craft Blades, 6 Dwarf-Steel Ingots, 1 Short Lebethron Shaft	1 Huge Drake Tail	Damage: 47–78 common; Speed: 3.2; DPS: 19.4; +50 to Max Power; Level 34	Damage: 52–87 common; Speed: 3.2; DPS: 21.8; +70 to Max Power; Level 34



Crafting



ARTISAN WEAPONSMITH				
Recipe	Ingredients	Optional Ingredient	Item(s) Produced (Normal)	Item(s) Produced (Critical)
Forged Dwarf-Craft Sword	1 Dwarf-Craft Blade, 1 Strong Steel Hilt, 1 Finely Balanced Guard, 3 Dwarf-Steel Ingots	1 Very Sharp Lynx Claw	Damage: 27–38 common; Speed: 2; DPS: 16.2; +5 Might; Level 34	Damage: 30–43 common; Speed: 2; DPS: 18.2; +5 Might; +5 Agility; Level 34
Polished Westernesse Mace	1 Strong Steel Hilt, 9 Westernesse Steel Ingots, 1 Short Lebethron Shaft, 1 Karnasht's Tooth	—	Damage: 37–56 common; Speed: 2.3; DPS: 20.2; +6 Agility; Level 38	Damage: 37–56 common; Speed: 2.3; DPS: 20.2; +6 Agility; 0.9 to Power Regeneration in Combat; Level 38
Polished Westernesse Dagger	1 Westernesse Steel Blade, 1 Strong Steel Hilt, 1 Finely Balanced Guard, 3 Westernesse Steel Ingots, 1 Windscreamer's Claw	—	Damage: 30–39 common; Speed: 1.7; DPS: 20.2; 1% to Critical Hit Chance; +6 Might; Level 38	Damage: 30–39 common; Speed: 1.7; DPS: 20.2; 1% to Critical Hit Chance; +6 Might; 0.9 to Power Regeneration in Combat; Level 38
Polished Westernesse Axe	2 Westernesse Steel Blades, 1 Strong Steel Hilt, 3 Westernesse Steel Ingots, 1 Steelmaw's Paw	—	Damage: 41–56 common; Speed: 2.4; DPS: 20.2; +39 to Max Power; Level 38	Damage: 41–56 light; Speed: 2.4; DPS: 20.2; +39 to Max Power; Level 38

MASTER WEAPONSMITH	
Recipe	Ingredients
Elven Blade	3 Elven Steels
Leaf Pattern Hilt	3 Elven Steels, 1 Exceptional Hide
Intricately Engraved Pommel	3 Ancient Steel Ingots
Ancient Steel Blade	3 Ancient Steel Ingots, 1 Polished Elf-Stone
Elven Steel Sword	1 Elven Blade, 1 Leaf Pattern Hilt, 1 Intricately Engraved Pommel
Elven Steel Greatsword	1 Elven Blade, 1 Leaf Pattern Hilt, 1 Intricately Engraved Pommel
Elven Steel Axe	2 Elven Blades, 1 Leaf Pattern Hilt
Elven Steel Dagger	1 Elven Blade, 1 Leaf Pattern Hilt, 1 Intricately Engraved Pommel
Elven Steel Throwing Axe	1 Elven Blade, 1 Leaf Pattern Hilt, 1 Intricately Engraved Pommel
Ancient Steel Sword	1 Ancient Steel Blade, 1 Leaf Pattern Hilt, 1 Intricately Engraved Pommel
Ancient Steel Greatsword	1 Ancient Steel Blade, 1 Leaf Pattern Hilt, 1 Intricately Engraved Pommel
Ancient Steel Axe	2 Ancient Steel Blades, 1 Leaf Pattern Hilt
Ancient Steel Dagger	1 Ancient Steel Blade, 1 Leaf Pattern Hilt, 1 Intricately Engraved Pommel
Ancient Steel Throwing Axe	1 Ancient Steel Blade, 1 Leaf Pattern Hilt, 1 Intricately Engraved Pommel

MASTER WEAPONSMITH	
Recipe	Ingredients
Polished Elven Steel Sword	1 Elven Blade, 1 Leaf Pattern Hilt, 1 Intricately Engraved Pommel, 3 Ancient Iron Ingots
Polished Elven Steel Dagger	1 Elven Blade, 1 Leaf Pattern Hilt, 1 Intricately Engraved Pommel, 3 Ancient Iron Ingots
Polished Elven Steel Axe	2 Elven Blades, 1 Leaf Pattern Hilt, 1 Intricately Engraved Pommel
Polished Elven Steel Greatsword	1 Elven Blade, 1 Leaf Pattern Hilt, 1 Intricately Engraved Pommel, 3 Ancient Iron Ingots
Polished Elven Steel Great Axe	2 Elven Blades, 1 Leaf Pattern Hilt, 1 Intricately Engraved Pommel
Polished Elven Steel Halberd	2 Elven Blades, 6 Ancient Iron Ingots, 1 Black Ash Shaft
Polished Elven Steel Mace	1 Leaf Pattern Hilt, 9 Ancient Iron Ingots, 1 Black Ash Shaft
Forged Ancient Steel Sword	1 Ancient Steel Blade, 1 Leaf Pattern Hilt, 1 Intricately Engraved Pommel, 2 Ancient Iron Ingots
Forged Ancient Steel Dagger	1 Ancient Steel Blade, 1 Leaf Pattern Hilt, 1 Intricately Engraved Pommel, 2 Ancient Iron Ingots



MASTER WEAPONSMITH	
Recipe	Ingredients
Forged Ancient Steel Axe	2 Ancient Steel Blades, 1 Leaf Pattern Hilt, 1 Intricately Engraved Pommel, 1 Snow-beast Trophy
Forged Ancient Steel Greatsword	1 Ancient Steel Blade, 1 Leaf Pattern Hilt, 1 Intricately Engraved Pommel, 2 Ancient Iron Ingots
Forged Ancient Steel Great Axe	1 Ancient Steel Blade, 1 Leaf Pattern Hilt, 1 Intricately Engraved Pommel, 1 Drake Trophy
Forged Ancient Steel Mace	2 Ancient Steel Blades, 4 Ancient Iron Ingots, 4 Ancient Steel Ingots, 1 Black Ash Shaft
Forged Ancient Mace	1 Leaf Pattern Hilt, 5 Ancient Iron Ingots, 5 Ancient Steel Ingots, 1 Black Ash Shaft



The Woodworker is one of the seven crafting professions in The Lord of the Rings Online. In order to have Woodworker as one of your professions, you must select from the three vocations that include this crafting profession: Armsman, Historian, and Woodsman. To select your vocation, find the Master of Apprentices, who is typically located in the major towns such as Bree in Bree-land.



The whole world is waiting for your goods once you perfect your craft.

The Woodsman is a good starter vocation for someone interested in working with wood of all shapes and sizes. You then have access to the Forester, Farmer, and Woodworker professions. With this vocation, you do not need to rely on other players to supply you with wood, as you may gather it yourself with the Forester profession. This also gives you another gathering profession, Farmer, which you may use to help profiting later through sales at the auction hall.

Whichever vocation you choose, one definite is that, as a Woodworker, you will need to find some way to get your hands on wood, you might gather the wood yourself using the Forester profession, or have another player supply you with wood through trades or through the auction hall. You need wood and tons of it. For example, you need at least 100 Treated Rowan Wood to achieve proficiency from Apprentice.

You'll need the Woodworking Tools, of course, which you are given when you choose a vocation. Novice Woodworkers and Suppliers also sell tools, or you can get better crafted ones through Metalsmiths. You also need access to a workbench found near most NPC Woodworker vendors. Right-click on the workbench to active your Crafting window. From there, select the item you wish to craft. Left-click on an item to see a description of the required ingredients, the amount you already have in your backpack to craft the item, the tier level, and the points earned when crafted. Click the Make button in the bottom right to craft the amount you entered. These items you crafted will be placed in your backpack.

When you are up and running, you can craft bows and a handful of melee weapons, such as spears and staffs. Early on, your best option for raising this skill will be to make Rowan Bows. Each bow costs you six Treated Rowan, but first you must make a Rowan Bowstaff (requires three of the six pieces of wood). After you create 12 to 15 bows, you complete the Apprentice tier of the Woodworker profession.

You may have noticed the Mastery Option tab in your Crafting panel. This basically gives you the chance to make better items. You cannot use these options until you actually achieve Master level. Place your cursor over the item picture to get a description of what increases if you actually get a critical success.

The Heart of the Wood (Part I)

When you earn 200 points as an Apprentice, you are eligible for your first Woodworker quest. You must speak with Sarabeth Lowbanks. She is a skilled Woodworker located in Staddle near Bree (coordinates x973, y932 in Bree-land). Just talk to Sarabeth to finish the quest. You are now proficient as a Tier 1 Woodworker and receive a new title: Apprentice Woodworker. It allows you to work on your next proficiency, Journeyman. This also opens up the Mastery level for Apprentice.

The Heart of the Wood (Part II)

Using the same method as before, complete this proficiency as quickly as possible by using the smallest number of ingredients and earning the most points. This leads us to crafting components, this time either Ash Hafts or Ash Bowstaves. After you finish crafting these components, unless you have other uses for them, sell them at the auction hall or, for quicker money, directly to an NPC vendor.

Upon completion of 280 points of Proficiency, you receive your second quest. Again speak with Sarabeth Lowbanks; this time she asks you to craft something for her to judge. You must find five Treated Yew Wood and Twistwood. The tough part about this—you must fight a signature-level NPC for it. Go to the Lone-lands and locate Mithrenost (coordinates 34.7S, 34.4W on the map). Here you encounter Harmon Rushes, right outside of the Dwarf area. Defeat him, collect your Twistwood, then make your Twistwood Staff. Once completed, show it to Sarabeth Lowbanks in Staddle on the gazebo. You have now completed Proficiency Tier 2 and may continue with your training.

The Heart of the Wood (Part III)

When you reach skill level 360, stop crafting. When you're ready for this third quest, visit Millicent Greenlake at Thornley's construction site in the Bree-fields. Merely speaking to her will complete the Tier 3 proficiency.

The Heart of the Wood (Part IV)

After becoming an Artisan, there will be craft item recipes that require you to use a superior workbench. A superior workbench is located in Esteldín, in North Downs; it just so happens you must speak with Supervisor Beecher in the North Downs as well. This is the same quest as the Jeweller and the Tailor craft quests, so team up with your fellow Jeweller or Tailor if you need help.

You find Beecher "under" the bridge by the ramp on the Trestlebridge side of the bridge. Go to the river far below—there's a path down behind and to the ramp's right, but be careful and don't jump—and collect eight pieces of driftwood; these will be along both shores and around the edges of the rocks in the river. When you have all the driftwood, talk to Beecher, go onto the bridge, repair the breaches on the bridge, and talk to Beecher again. After you complete the quest, you can use the superior workbench, which is in Esteldín.

After you achieve 440 points in Artisan, you will be ready for your next quest. Head up to the North Downs and into Trestlebridge. Find Giles Chadwick near the front entrance and speak with her. To complete this quest, Giles Chadwick asks you to collect a few items to craft a Bow of Shadowy Might: one Black Huorn Heartwood and five Treated Lebethron.

According to Giles Chadwick's notes, you will now make your way toward the Trollshaws. There you will find the Lebethron Wood. You need at least 10 pieces to get five Treated Lebethron Wood. As for the Black Huorn Heartwood, head toward Rivendell.

Taur Ornlolf is located south of Rivendell protected by elite Level 40+ trolls, giants, and other creatures. Bring some friends and form a fellowship; you definitely need help on this quest. The entrance is through a valley east of the circle of stones where you would respawn when you die. Head through the valley, and at the first right corner is a friendly giant located in the area called Amon Nendir (location 35.2S, 8.1W on the Trollshaws map). Use this area to rest your fellowship. Just south and a sharp right headed east, you will find another entrance to a valley protected by elite trolls. This valley leads you to Taur Ornlolf (36.9S, 7.7W). When you reach Taur Ornlolf, find the NPC near the Black Huorn Heartwood.



Lebethron branches in Angmar go a long way to filling in your lumber supply as a Woodworker.

After you obtain the Black Huorn Heartwood, craft the Bow of Shadowy Might. Take this and show your work to Giles Chadwick at Trestlebridge, North Downs. You have now completed your quest and you can craft some of the best items in the world.

APPRENTICE WOODWORKER		
Recipe	Ingredients	Optional Ingredient
Rowan Haft	3 Treated Rowan	1 Dirty Neeker-breeker Wing
Rowan Bowstaff	3 Treated Rowan	1 Dirty Neeker-breeker Wing
Rowan Staff	6 Treated Rowan	1 Dirty Shrew Claw
Rowan Spear	1 Rowan Haft, 1 Bronze Blade	1 Dirty Shrew Claw
Rowan Hammer	1 Rowan Haft, 3 Bronze Ingots	1 Dirty Shrew Claw
Rowan Bow	3 Treated Rowan, 1 Rowan Bowstaff	1 Dirty Hendroval Talon
Rowan Crossbow	1 Treated Rowan, 1 Rowan Bowstaff, 1 Bronze Plate	1 Dirty Hendroval Talon
Greater Rowan Staff	8 Treated Rowan	1 Dirty Shrew Claw
Greater Rowan Spear	1 Rowan Haft, 2 Treated Rowan, 1 Bronze Blade	1 Dirty Shrew Claw
Greater Rowan Hammer	1 Rowan Haft, 2 Treated Rowan, 3 Bronze Ingots	1 Dirty Shrew Claw
Greater Rowan Bow	5 Treated Rowan, 1 Rowan Bowstaff	1 Dirty Hendroval Talon



APPRENTICE WOODWORKER		
Recipe	Ingredients	Optional Ingredient
Greater Rowan Crossbow	3 Treated Rowan, 1 Rowan Bowstaff, 1 Bronze Plate	—
Campfire Kit	1 Rowan Wood, 1 Kindling, 1 Twine	—

JOURNEYMAN WOODWORKER		
Recipe	Ingredients	Optional Ingredient
Ash Haft	3 Treated Ash	1 Blackened Huorn Heartwood
Ash Bowstaff	3 Treated Ash	1 Blackened Huorn Heartwood
Ash Brace	4 Treated Ash	1 Blackened Huorn Heartwood
Ash Staff	1 Bowstaff, 3 Treated Ash	1 Blackened Huorn Heartwood
Ash Spear	1 Ash Haft, 1 Iron Blade	1 Blackened Huorn Heartwood
Ash Hammer	1 Ash Haft, 3 Barrow Iron Ingots	1 Blackened Huorn Heartwood
Ash Bow	1 Ash Brace, 3 Treated Ash, 1 Ash Bowstaff	1 Blackened Huorn Heartwood
Ash Crossbow	1 Treated Ash, 1 Ash Bowstaff, 1 Iron Plate	1 Blackened Huorn Heartwood
Stout Ash Staff	1 Ash Brace, 6 Treated Ash	1 Blackened Huorn Heartwood
Stout Ash Spear	1 Ash Haft, 1 Ash Brace, 1 Iron Blade	1 Blackened Huorn Heartwood
Stout Ash Hammer	1 Ash Haft, 1 Ash Brace, 3 Barrow Iron Ingots	1 Blackened Huorn Heartwood
Stout Ash Bow	1 Ash Brace, 3 Treated Ash, 1 Ash Bowstaff	1 Blackened Huorn Heartwood
Stout Ash Crossbow	5 Treated Ash, 1 Ash Bowstaff, 1 Steel Brace	1 Blackened Huorn Heartwood
Lute	5 Treated Ash, 2 Wooden Pegs, 2 Gut Strings	—
Harp	5 Treated Ash, 4 Gut Strings	—
Flute	6 Treated Ash, 1 Twine	—
Horn	1 Ash Brace, 1 Twine, 1 Neekerbrecker Trophy	—
Twistwood Staff	5 Treated Yew, 1 Twisted Branch	—

EXPERT WOODWORKER		
Recipe	Ingredients	Optional Ingredient
Yew Haft	3 Treated Yew	1 Flawed Huorn Heartwood
Yew Bowstaff	3 Treated Yew	1 Flawed Huorn Heartwood
Etched Yew Brace	4 Treated Yew	1 Flawed Huorn Heartwood
Etched Yew Shaft	3 Treated Yew	1 Flawed Huorn Heartwood
Yew Staff	1 Etched Yew Shaft, 2 Treated Yew	1 Flawed Huorn Heartwood
Yew Spear	1 Yew Haft, 1 Bright Steel Blade	1 Flawed Huorn Heartwood
Yew Hammer	1 Yew Haft, 3 High-Grade Steel Ingots	1 Flawed Huorn Heartwood
Yew Bow	3 Treated Yew, 1 Yew Bowstaff	1 Flawed Huorn Heartwood
Yew Crossbow	1 Treated Yew, 1 Yew Bowstaff, 1 Steel Rivet	1 Flawed Huorn Heartwood
Etched Yew Staff	1 Etched Yew Shaft, 1 Etched Yew Brace, 1 Treated Yew	1 Flawed Huorn Heartwood
Etched Yew Spear	1 Yew Haft, 1 Etched Yew Shaft, 1 Bright Steel Blade	1 Flawed Huorn Heartwood
Etched Yew Hammer	1 Yew Haft, 1 Etched Yew Shaft, 3 High-Grade Steel Ingots	1 Flawed Huorn Heartwood
Etched Yew Bow	2 Treated Yew, 1 Etched Yew Brace, 1 Yew Bowstaff	1 Flawed Huorn Heartwood
Etched Yew Crossbow	1 Yew Bowstaff, 1 Etched Yew Brace, 1 Steel Rivet	1 Flawed Huorn Heartwood
Lute	5 Treated Yew, 2 Wooden Pegs, 2 Gut Strings	—
Harp	5 Treated Yew, 4 Gut Strings	—
Flute	6 Treated Yew, 1 Twine	—
Horn	1 Etched Yew Brace, 1 Twine, 1 Auroch Trophy	—

ARTISAN WOODWORKER		
Recipe	Ingredients	Optional Ingredient
Lebethron Haft	3 Treated Lebethron	1 Very Sharp Bear Claw
Lebethron Bowstaff	3 Treated Lebethron	1 Very Sharp Bear Claw



Crafting



ARTISAN WOODWORKER		
Recipe	Ingredients	Optional Ingredient
Reinforced Lebethron Brace	5 Treated Lebethron, 1 Dwarf Iron Ingot	1 Very Sharp Bear Claw
Reinforced Lebethron Shaft	5 Treated Lebethron	1 Very Sharp Bear Claw
Lebethron Staff	1 Reinforced Lebethron Shaft, 2 Treated Lebethron	1 Very Sharp Bear Claw
Lebethron Spear	1 Lebethron Haft, 1 Treated Lebethron, 1 Dwarf-Craft Blade	1 Very Sharp Bear Claw
Lebethron Hammer	1 Lebethron Haft, 1 Treated Lebethron, 3 Dwarf-Steel Ingots	1 Very Sharp Bear Claw
Lebethron Bow	4 Treated Lebethron, 1 Lebethron Bowstaff	1 Very Sharp Bear Claw
Lebethron Crossbow	1 Lebethron Bowstaff, 1 Heavy Dwarf-Steel Plate	1 Very Sharp Bear Claw
Reinforced Lebethron Staff	1 Reinforced Lebethron Shaft, 6 Treated Lebethron	1 Very Sharp Bear Claw
Reinforced Lebethron Spear	1 Lebethron Haft, 1 Reinforced Lebethron Shaft, 1 Westernesse Blade	1 Very Sharp Bear Claw
Reinforced Lebethron Hammer	1 Lebethron Haft, 1 Reinforced Lebethron Shaft, 3 Westernesse Steel Ingots	1 Very Sharp Bear Claw
Reinforced Lebethron Bow	2 Treated Lebethron, 1 Reinforced Lebethron Brace, 1 Lebethron Bowstaff	1 Very Sharp Bear Claw
Reinforced Lebethron Crossbow	1 Lebethron Bowstaff, 1 Reinforced Lebethron Brace, 1 Heavy Dwarf-Steel Plate	1 Very Sharp Bear Claw
Lute	6 Treated Lebethron, 2 Wooden Pegs, 2 Gut Strings	—
Harp	6 Treated Lebethron, 4 Gut Strings	—
Flute	7 Treated Lebethron, 1 Twine	—
Horn	1 Reinforced Lebethron Brace, 1 Twine, 1 Auroch Trophy	—

ARTISAN WOODWORKER		
Recipe	Ingredients	Optional Ingredient
Bow of Shadowy Might	5 Treated Lebethron, 1 Black Huorn Heart-wood	—

MASTER WOODWORKER		
Recipe	Ingredients	Optional Ingredient
Black Ash Haft	4 Treated Black Ash	1 Extremely Sharp Cave Claw
Black Ash Bowstaff	4 Treated Black Ash	1 Extremely Sharp Cave Claw
Composite Black Ash Brace	6 Treated Black Ash, 1 Ancient Iron Ingot	1 Extremely Sharp Cave Claw
Composite Black Ash Shaft	6 Treated Black Ash	1 Extremely Sharp Cave Claw
Black Ash Staff	1 Composite Black Ash Shaft, 4 Treated Black Ash	1 Extremely Sharp Cave Claw
Black Ash Spear	1 Black Ash Haft, 3 Treated Black Ash, 1 Elven Blade	1 Extremely Sharp Cave Claw
Black Ash Hammer	1 Black Ash Haft, 3 Treated Black Ash, 3 Ancient Iron Ingots	1 Extremely Sharp Cave Claw
Black Ash Bow	6 Treated Black Ash, 1 Black Ash Bowstaff	1 Extremely Sharp Cave Claw
Black Ash Crossbow	2 Treated Black Ash, 1 Black Ash Bowstaff, 1 Elf-Craft Brace	1 Extremely Sharp Cave Claw
Composite Black Ash Staff	1 Composite Black Ash Shaft, 1 Composite Black Ash Brace, 1 Treated Black Ash	1 Extremely Sharp Cave Claw
Composite Black Ash Spear	1 Black Ash Haft, 3 Composite Black Ash Braces, 1 Elven Blade	1 Extremely Sharp Cave Claw
Composite Black Ash Hammer	1 Black Ash Haft, 3 Composite Black Ash Braces, 3 Ancient Iron Ingots	1 Extremely Sharp Cave Claw
Composite Black Ash Bow	3 Treated Black Ash, 1 Composite Black Ash Brace, 1 Black Ash Bowstaff	1 Extremely Sharp Cave Claw
Composite Black Ash Crossbow	2 Treated Black Ash, 1 Black Ash Bowstaff, 1 Composite Black Ash Brace, 1 Elf-Craft Brace	1 Extremely Sharp Cave Claw



Atlas

From the snowy vales around Thorin's Gate to the lifeless cliffs of Angmar, the land of Middle-earth encapsulates great beauty, forgotten lore, and deep sorrow. With the launch of *The Lord of the Rings Online: Shadows of Angmar*, you will experience all this and more in the game's first region, Eriador. You can't head straight to Mordor from the outset, but there is so much you didn't know about the lands neighbouring the Shire that you might just ask, "Sauron who?"



MAP LEGEND	
Icon Color	Description
● Black	Object of Dread
● Blue	Item or place of interest
● Green	Friendly town
● Orange	Vendors or trainers
● Purple	Enemy
● Red	Exploration point
● Yellow	Friendly NPC

The Map Legend applies to all labeled maps in this section of the book. Refer to it when reading the maps.

The World Map of Middle-earth

You can journey through nine expansive regions in *Shadows of Angmar*: Angmar, Bree-land, Ered Luin, Ettenmoors, Lone-lands, Misty Mountains, North Downs, the Shire, and Trollshaws. Whether you skim through the maps or study one while you explore an area, you have a masterfully crafted map at your fingertips. How far is Celondim from Thorin's Gate? Where can you find stables in the Shire? How do you navigate through the maze of Old Forest? You can locate instance areas, such as Fornost in the North Downs, or figure out where to hunt orcs in the Lone-lands to work towards completing your racial Deeds. Is there Black Rider activity in the Trollshaws? These maps will reveal all.



The land of Eriador

At higher levels, the maps will show you how to reach the giants through the dangerous, tight passes of the Misty Mountains. In Angmar, check your maps for deadly Dread areas, where you should only tread with prepared fellowships. Should you choose to jump into some player-vs.-monster-player combat in the Ettenmoors, the atlas for that section lays out the various fortresses, along with the enemy placements for your side's eventual raids.

The following map sections are organized by region in alphabetical order. Even though Angmar comes first, don't pack your newbie equipment and dare the long trek north until you've conquered all the other regions in the game first.

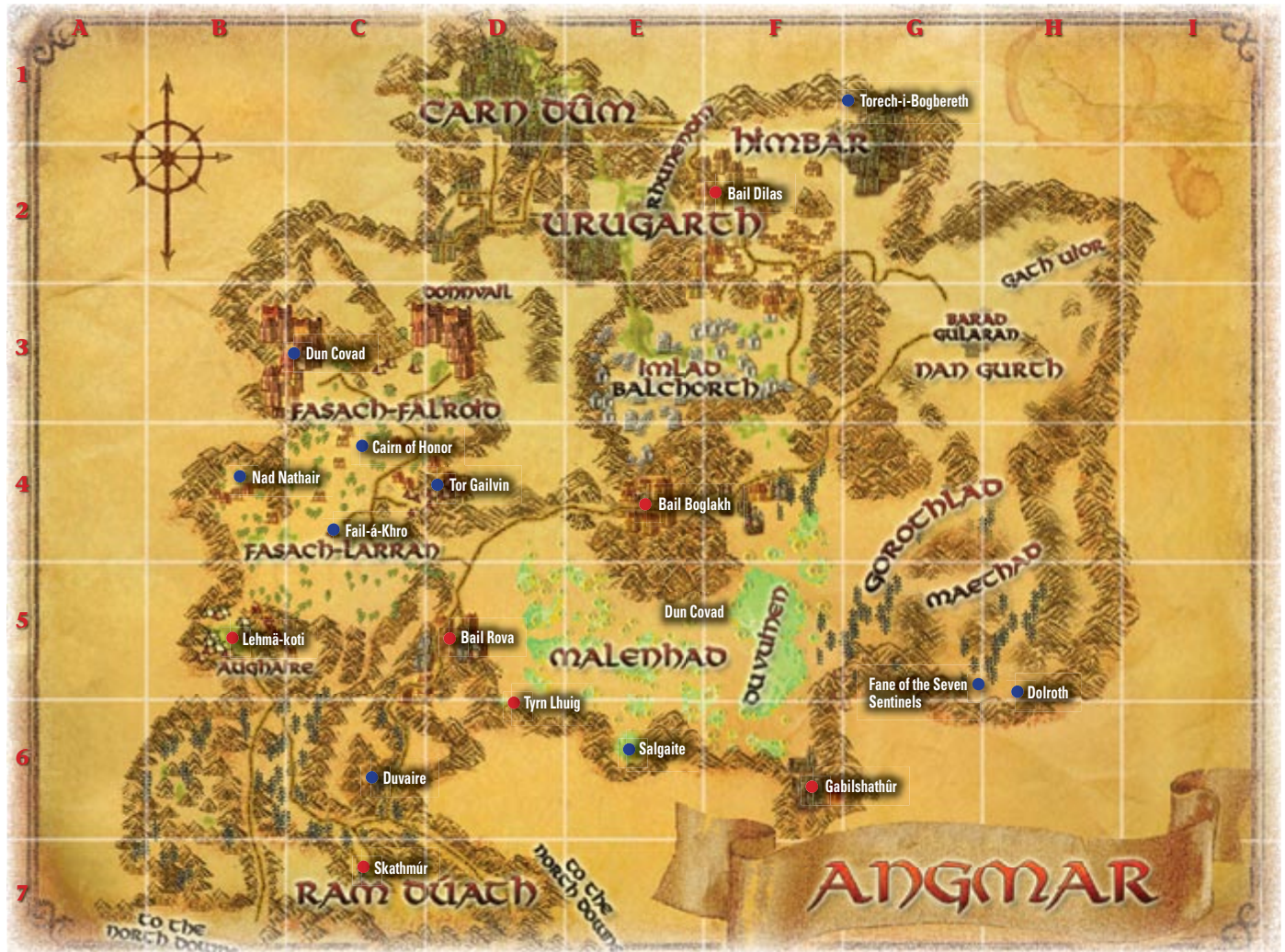
Angmar

Type: Region

Levels: 40–50

Overview

The Witch-king once threatened all of Middle-earth from the north lands, and he still may, if you can trust rumors from Angmar. The only way to find out is to brave the desolate hills and dark valleys. Explore this area with a noble fellowship by your side, for the evils that plague Angmar will try the mettle of adventurers of any prowess, and the gates of ancient Carn Dûm will repel all but the greatest heroes of Middle-earth.



Map Highlights

Aughaire (B-5): The Hill-men-ruled city of Aughaire acts as the last refuge for the allies of the Free Peoples before entering the harsh wilds to the north and east. These Hill-men have rejected the corruption that has engulfed the rest of Angmar and will stand with you against the Shadow. Consider setting your map to the milestone in Aughaire if you plan to stay in Angmar long. Otherwise, it's a long ride from the main travel routes.

Bail Boglakh (E-4): This ancient fortress, now fallen to grime and age, guards the roads into northern and eastern Angmar. Minions of the Iron Crown and their goblin lackeys patrol the city streets and walk the bridges that crisscross over the dreaded Fell Stone guardians. Even Burglars will have a tough time sneaking through Bail Boglakh.

Lehmä-koti (B-6): Most likely your first friendly encounter in Angmar, the earth-kin village of Lehmä-koti camps in the foothills of Ram Duath. Several quests from the North Downs will lead you here, and you can adventure in Ram Duath before Level 40 if you stick near Lehmä-koti and recruit a fellowship to accomplish the more challenging tasks.

Skathmŭr (C-7): Heavily fortified, this orc encampment controls the southeastern section of Ram Duath with its troops and large siege engines. At odds with the earth-kin, you will secure the favor of Lehmä-koti by retrieving several auroch skulls significant to the tribe. However, there is more to this orc camp than what you can see from the front gates, and you must discover who really rules the fortress to dig up deeper mysteries.

Mobs

Akrûr	Dírdre	Hill-men death-seer
Ancient ironscale	Donnan	Hill-men death-wind
Angmarim citizen: Carn Dûm	Drake	Hill-men raider: Carn Dûm
Angmarim high-priest: Carn Dûm	Drake matron	Hill-men scout: Carn Dûm
Angmarim lookout: Carn Dûm	Dread flame-worm	Hill-men sentry
Angmarim silkspinner: Carn Dûm	Dushkâl: Urugarth	Hill-men venom-master: Carn Dûm
Armoured Krahjarn: Carn Dûm, Urugarth	Dwarf miner	Hill-men war-chief
Arngrim	Earth-kin	Hill-woman
Athpukh: Urugarth	Enraged fell-spirit	Iron-beak minion: Urugarth
Azgoth: Carn Dûm	Enraged giant: Carn Dûm	Iron-beak warden: Urugarth
Bale-fang barghest	Enraged pale-folk: Urugarth	Iron-bound archer
Barashal: Carn Dûm	Enslaved pale-folk: Carn Dûm, Urugarth	Iron-bound arrowmaster
Battle-scarred Krahjarn	Ercin	Iron-bound avenger
Beast-lord	Fakhthal	Iron-bound dread-archer
Beast-mother	Fell-spirit	Iron-bound dread-sword
Bellowing iron-bound	Ferndûr the Virulent	Iron-bound giant
Blade-beak scythe	Fettered spirit	Iron-bound slave
Blogmal captain: Ram Duath	Fire-drake hatchling: Urugarth	Iron-bound warrior
Blogmal curse-shouter	Fire-drake matron	Iron-crown bloodcaller
Blogmal fighter: Ram Duath	Fire-drake warden: Urugarth	Iron-crown bowman
Blogmal skirmisher: Ram Duath	Gabilshathûr guard	Iron-crown commander
Blogmal warrior	Gaeruan	Iron-crown crossbowman
Bloodwing	Garthamendir: Steadfast Lands	Iron-crown fighter: Ram Duath
Bogbereth: Steadfast Lands	Ghostly arm: Carn Dûm	Iron-crown keeper
Bogbereth broodling: Steadfast Lands	Giant bloodfang: Carn Dûm	Iron-crown lookout
Bogbereth matron: Steadfast Lands	Giant brimstone-leech: Carn Dûm	Iron-crown marksmen: Steadfast Lands
Bolgrukh: Carn Dûm	Golodir	Iron-crown messenger
Brimstone-leech: Carn Dûm	Gorthorog crusher	Iron-crown necromancer
Brízrip: Urugarth	Gorthorog fell-warden	Iron-crown priest: Steadfast Lands
Brutal Hill-beast	Gorthorog flayer: Steadfast Lands	Iron-crown priestess: Steadfast Lands
Burzfil: Urugarth	Gorthorog flesh-render	Iron-crown runner
Cargûl: Carn Dûm	Gorthorog guardian: Carn Dûm	Iron-crown scout
Catapult	Gorthorog hewer	Iron-crown spiderward
Champion of Minas Agar	Gorthorog ruin-smasher	Iron-crown spirit-master
Champion of Minas Angos	Gorthorog warrior: Carn Dûm	Iron-crown stauncher
Champion of Minas Caul	Great Gorthorog champion	Iron-crown tamer: Steadfast Lands
Champion of Minas Maur	Grimgore	Iron-crown warrior
Chief Walraig	Grîshakrum: Urugarth	Jarn-olog ripper: Ram Duath
Cold-worm	Gruglok: Urugarth	Jarn-olog smasher: Ram Duath
Commander Gisur	Guard	Jarn-olog thrasher
Corcur blood-sworn	Gûrthul: Carn Dûm	Khurrâkh
Cruel wood-troll: Carn Dûm	Helchgam: Carn Dûm	Krahjarn archer
Dafrim: Urugarth	Hill-men berserker	Krahjarn arrow-master
Deadly Gorthorog champion	Hill-men blood-dancer: Carn Dûm	Krahjarn assassin: Urugarth
Deluches	Hill-men blood-guard: Carn Dûm	Krahjarn berserker: Urugarth
	Hill-men blood-sworn	Krahjarn bladesnapper



Krahjarn blood-fury: Urugarth	Ongbúrz curse-shouter	Tramug
Krahjarn bruiser: Carn Dûm, Urugarth	Ongbúrz skirmisher	Twisted fell-spirit: Carn Dûm
Krahjarn deathseer	Ongbúrz warrior	Unbound spirit
Krahjarn fell-shot: Urugarth	Pale-folk hornblower: Urugarth	Urro: Carn Dûm
Krahjarn flame-sworn: Urugarth	Rock-worm	Wailing iron-bound
Krahjarn heaver: Carn Dûm, Urugarth	Rogue fire-drake: Urugarth	Wailing Lithûl
Krahjarn leader: Urugarth	Sálvakh: Carn Dûm	Warg den-warden: Urugarth
Krahjarn lieutenant: Carn Dûm, Urugarth	Scara hunter	Warg pack-elder: Urugarth
Krahjarn lobber	Searing flame-worm	Warg war-beast: Urugarth
Krahjarn sentry	Siege engine	Weak pale-folk: Carn Dûm
Krahjarn shadow-skulker	Silent judge	Wicked Ongbúrz
Krahjarn shield-host: Urugarth	Silk lady	Wild bloodfang: Steadfast Lands
Krahjarn shield-master: Urugarth	Sorcerer Tath	Withering fire-drake
Krahjarn slave-leader	Sorkrank: Urugarth	Young drake
Krahjarn stormcaller	Stone-giant earthrender	Zorrgolug
Krahjarn war-monger	Stone-giant guard: Carn Dûm	Zûrtith: Carn Dûm
Krahjarn warrior	Stone-giant skullsasher	
Krahjarn will-breaker: Urugarth	Strangle-web mother: Ram Duath	
Kughûrz: Urugarth	Strangle-web stalker	
Lagmâs: Urugarth	Swift-talon morroval: Carn Dûm	
Lâmkarn: Urugarth	Tarbâm: Carn Dûm	
Leatherwing bloodfang: Carn Dûm	Tarkrîp basher	
Lhugrien: Urugarth	Tarkrîp berserker: Ram Duath	
Lord of the Western Marches	Tarkrîp captain	
Lorniel	Tarkrîp curse-hurler	
Maddened hill-beast	Tarkrîp field-captain	
Master of Wargs	Tarkrîp fire-thrower	
Mighty Gorthorog champion	Tarkrîp skirmisher	
Mordirith: Carn Dûm	Tarkrîp spear-hurler	
Mormoz: Carn Dûm	Tarkrîp warrior	
Morroval: Ram Duath	Târlug: Carn Dûm	
Morroval flayer: Steadfast Lands	Tentacle	
Morthrâng: Urugarth	Terrible fell-spirit: Carn Dûm	
Muiladan	Terrible fire-worm	
Mungan	Terrible wood-troll: Carn Dûm	
Múra: Carn Dûm	The Beast	
Naglangon	The Keeper of Books	
Narglup	The Tempter	
Ongbúrz captain	Thordragh	

Quest NPCs

Aarnikka: B-6

Aidan: C-4

Ailsa: B-5

Arzhur: B-5

Aslak: B-6

Avar: F-6

Banfuir: F-6

Bothwar: F-6

Braigiar: F-6

Branan: D-3

Cana: B-5

Chief Tuokki: B-6

Cormag: D-3

Corunir: B-5

Crannog: B-5

Cuinthorn: B-5

Eetu: B-6

Eilig: B-5

Fonn: D-6

Garvan: D-3

Giric: B-5

Hwati: F-6

Kol: F-6

Lady of the Circle: C-4

Lakhina: B-5

Lorne: D-6

Machar: B-5

Morven: D-3

Murdaigan: D-6

Nethraw: G-5

Othran: D-6

Pirkka: B-6

Raith: B-5

Reko: B-6

Rodakhan: D-6

Santtu: B-6

Senga: B-5

Soltakh: B-5

Taraghlán: B-5

Taran: B-5

Tasgall: C-4

Tearlach: B-5

Torquil: B-5

Una: D-3

Uthagan: D-3



Nan Gurth





Carm Dûm & Urugarth





Fasach-falroid





Gorothlad



Himbar



Imlad Balchorth







Bree-land



Type: Region

Levels: 1–20

Overview

If you are born to the race of Men, you will start in Bree-land's Archet. Other races will also inevitably visit Eriador's busiest region. At the crossroads of three regions—the Shire to the west, North Downs to the north, and the Lone-lands to the east—Bree-land provides quick access to more adventures than you can complete in a single lifetime. It's the perfect training ground for adventurers up to Level 20, and even higher-level characters will want to return after they have enough money to buy a horse at Bree-land's Hengstacer Farm. Be careful of the Old Forest, though, or you may not make it to your next tavern meal.

Map Highlights

Buckland (B-6): It may fall in Bree-land, but Buckland is really a little slice of the Shire. Sandwiched between the Old Forest and the Brandywine River, Buckland prides itself on staying a quaint town removed from the bustle of Bree. The disturbances within the Old Forest have crept into Buckland, however, and the town needs sturdy adventurers who can rid the Old Forest of its evils.

Midgewater Marsh (I-5, I-6, J-5, J-6): It smells, and the bugs don't just sting—they're big enough to eat a horse. And if wading through fetid sludge up to your waist isn't bad enough, the Marsh's various unpleasant denizens—from bloated spiders to angry goblins—make taking any shortcuts through the swamp a bad idea. Enter only on appointed quests.

Old Forest (C-5, C-6, C-7, D-5, D-6, D-7): Eriador's largest forest confuses travelers with its thick tree lines and shifting trunks. The ancient trees move, and their winding roots can strangle the unwary. The meanest of the ancient trees, Old Man Willow, can drain the life from your body if you dally around him too long. Fortunately, you have some powerful allies in the woods—the enigmatic Tom Bombadil and his beautiful bride, Goldberry.

Chetwood South (H-6): Nestled between the Yellow Tree and Ost Baranor, south of Staddle, these scraps of woods were once part of the thriving Chetwood forest to the north. Now home to wandering boars and deadly brigands that guard the ruins of Ost Baranor, Chetwood South will prove an early testing ground for characters who are approaching double-digit experience levels.

Mobs

Adult bear: E-3, F-1, F-2, F-3

Agitated barkshredder: C-6

Aldis Oatbearer: D-4



Andraste, servant of Angmar: E-5
 Angry bear: E-6
 Angry splintertusk: E-3, E-4, F-3, F-4, F-5
 Barkshredder cub: C-6
 Barkshredder mother: C-5, C-6
 Barkshredder sentinel: C-5, C-6
 Barkshredder yearling: C-6
 Barrow-wight: E-5, F-6
 Barrow-wight archer: E-5
 Barrow-wight marksman: E-6
 Barrow-wight warrior: E-5
 Bear cub: E-2, F-2
 Bear yearling: E-3, E-4, F-4, F-5
 Biting field rat: D-3, E-5
 Biting neekerbrecker: F-5, F-6
 Bold dusk-wolf: E-3, F-2
 Brandy-wood cub: A-3, A-4, B-3, B-4, B-5, C-3, C-4
 Brandy-wood matron: A-3, A-4, B-3, B-4, B-5, C-3, C-4
 Brandy-wood swine: A-3, A-4, B-3, B-4, B-5, C-3, C-4
 Broken oak-root: C-6, D-6
 Burrowing river-toad: B-6
 Chittering gloom-wing: D-6
 Craban: B-5
 Craban scout: E-5
 Creeping barrow-crawler: E-5
 Creeping oak-root: C-5, C-6, D-5
 Curious bear: C-4, D-4
 Dreadful barrow-maple: E-6
 Dusk-wolf leader: E-2, F-2
 Dusk-wolf scavenger: E-3, F-1, F-2, F-3
 Elder forest-hunter: C-5, C-6
 Enraged splintertusk: C-4, D-4
 Fell oak-root: D-6
 Flittering gloom-wing: C-6, D-6
 Fly-ridden splintertusk: E-3, F-1, F-2, F-3
 Foraging bear: E-4, F-3, F-4, F-5
 Forest biter: C-5, C-6, D-5, D-6
 Forest tree-spinner: C-5, C-6, D-6
 Forest web-weaver: C-5, C-6, D-6
 Foul barghest: E-6
 Foul field-slug: B-5
 Frenzied longtooth: F-5, F-6
 Gnawing rat: B-5
 Great barrow-crawler: E-6

Grim barren-oak: D-6
 Half-orc bruiser: F-6
 Half-orc ruffian: F-6
 Hungry bear: E-2, F-2
 Lakes bear: D-3
 Lakes packleader: D-3
 Lakes swine: D-3
 Lakes tusker: D-3
 Lakes wolf: D-3
 Lakes yearling: D-3
 Large barrow-crawler: E-6
 Large forest hunter: C-5, C-6, D-5
 Large river toad: B-5, B-6
 Malin: E-6
 Marsh neekerbrecker: F-5, F-6
 Noxious barrow-wight: E-6, F-6
 Outcast forest-hunter: C-5, C-6, D-5
 Rabid splintertusk: E-4, F-4, F-5
 Red Reaper: E-2
 Restless longtooth: F-5, F-6
 Scavenging rat: B-5
 Shrieking gloom-wing: C-5, C-6, D-5, D-6
 Slimy barrow-crawler: D-3, E-5
 Slimy leaf-crawler: D-6
 Slimy river-slug: B-5
 Slimy river-toad: B-6
 Snarling forest-hunter: C-6
 Southern archer: F-6
 Southern attacker: C-4
 Southern Bowman: C-4, D-4
 Southern brawler: F-6
 Southern knave: F-6
 Southern leader: E-4
 Southern lieutenant: D-4
 Southern poacher: C-4, E-4
 Southern robber: C-4, D-4
 Southern ruffian: D-4
 Southern scout: C-4
 Southern warrior: C-4, D-4
 Splintertusk: E-4
 Splintertusk maunder: C-4, D-4
 Splintertusk sow: E-3, F-1, F-2, F-3
 Strong-grip barghest: E-5, D-3, E-6
 Tainted field rat: E-6
 Tarkrip grunt: E-2
 Tarkrip killer: E-2

Tarkrip prowler: E-2
 Vile barghest: D-3, E-5
 Warped oak: C-5, D-5
 Wretched barrow-maple: E-6
 Young bear quick-claw: E-3, F-1, F-2, F-3

Quest NPCs

Addie Wheatley: F-5
 Asphodel Burrows, Provisioner: B-6
 Brigand Informer: F-4
 Buckley Sheppard, Provisioner: D-4
 Cam Applewood: F-2
 Carver Greenlake: E-3
 Celandine Brandybuck: B-6
 Chief Watcher Grimbriar: F-5
 Dondo Boffin, Weapon Trader: B-6
 Dora Brandybuck, Bowyer: B-6
 Emma Rosethorn: F-2
 Eogar, son of Hadorgar, Horse-Master: F-2
 Foreman Rosethorn: F-3
 Fredegard Bolger: B-5
 Gil Sandheaver: F-2
 Gillemine Brandybuck: C-6
 Goldberry: C-5
 Graham Larkspur: D-4
 Himloc Grouse: F-5
 Hodric Bracegirdle: B-6
 Kenton Thistleway: F-5
 Lalia: E-5
 Lara Boffin, Light Armour Trader: B-6
 Lenglinn: B-5
 Lofar Ironband: F-5
 Madulas Brandybuck, Novice Woodworker: B-6
 Malvo Goldworthy, Medium Armour Trader: B-6
 Mayor Tenderlarch: F-5
 Merimas Brandybuck, Novice Scholar: B-6
 Millicent Greenlake: E-3
 Mosco Bracegirdle, Novice Metalsmith: B-6
 Myrtle Brandybuck, Novice Cook: B-6
 Oswin Leek: F-4
 Peony Burrows, Novice Jeweller: B-6
 Robb Thornley: F-1
 Roger Hawkling: D-4
 Rollo Hamson: B-5
 Rorimac Bolger, Weapon Trader: B-6

Atlas: Bree-land

Rose Burrows, Novice
Weaponcrafter: B-6

Rose Thornley: E-3

Rowan Brandybuck, Novice Tailor: B-6

Saeradan: F-3

Saradoc Brandybuck: B-6

Shirriff Hob Hayward: B-5

Sully Brandybuck, Stable-Master: B-6

The Shade: F-5

Toly Brockhouse: B-6

Bree



Region: Bree-land

Type: Village

Levels: 1–20

Overview

The largest town in Eriador, Bree serves as a meeting ground for all the Free Peoples. You'll spot Dwarves plotting with Men, Hobbits haggling with vendors, and Elves charging through the streets on noble steeds. You can find everything you need in Bree, and most of it at a reasonable price. Whether you've just arrived in Eriador or have notched 20 levels of scars and bruises under your corselet, Bree is a profitable place to plant your feet and commit your map home to memory at the local milestone. Beware the wandering wights in the despicable Barrow-downs to the southwest and the marauding brigands who are commanded by the mysterious Sharkey.

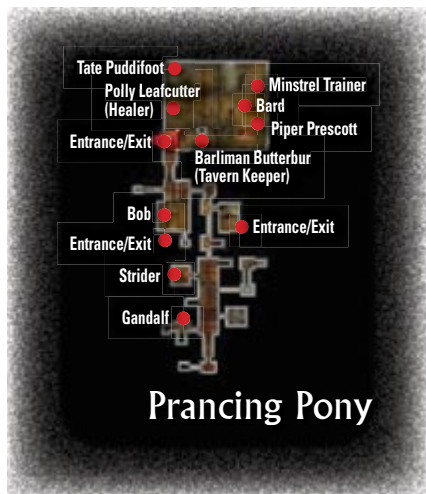
Map Highlights

Auction Hall (H-6): Your items can now be more valuable than the One Ring itself. In the auction hall, you can put items up for sale that anyone can buy (if they have auction hall access), and you can set a steep price for your valuable treasures. If you have extra coin in your pocket, you can bid on a leather vest to bulk up your armour, a sword to slice orc flesh to ribbons, or even a magic ring to enhance your skills.

Bree Vault (D-4): Running out of room in your inventory? Stop by the vault-keeper at the Bree Vault and stash items you want to use at higher levels, plan to sell at the auction hall, or want to pass off to friends and kin. Ringwraiths have been seen passing through town, but don't worry—the vaults within these fortified walls have yet to be touched.



The Prancing Pony (G-3): Eriador's most successful inn holds many guests in their travels across the land. Barliman Butterbur runs the fine establishment and has several tasks for young adventurers ready to set forth from Bree. Special patrons, including a Ranger named Strider, frequent the inn and are pivotal in shaping events in Bree-land; they may also lead to epic quests that hold the key to Middle-earth's fate.



Quest NPCs

Addie Wheatley: D-4
 Amlan: G-3
 Barliman Butterbur: G-3
 Bob: G-3
 Bruner Stoutthrush: H-3
 Chief Watcher Grimbriar: G-5
 Clayton Cole: H-3
 Dob Sandheaver: F-3
 Dora Longburrow: E-2
 Flint Oakhewer: E-3
 Harry Goatleaf: D-2
 Harvi the Mapmaker: G-3
 Hazel Kenton: D-3
 Jon Whetstone: G-4
 Kenton Thistleway: D-3
 Lily Sandheaver: E-2
 Lofar Ironband: E-4
 Lost Shade: G-6
 Mat Heathertoos: D-4
 Matt Haywood: D-3
 Mayor Graeme Tenderlarch: G-5
 Naerandir: F-3
 Newbold Leafcutter: F-4
 Nob: F-3
 Ollie Redbrush: G-4

Scholar's Walk (F-4): Two staircases—one near the northern forge and one past the Stone Quarter—are the only way to reach this wooden landing hidden in the middle of the northern quadrant. Lore-masters visit their trainer here, while the scholars lurking about may offer a few offbeat quests.

Osur Stouthammer: G-4
 Oswin Leek: E-1
 Pete Shadetree: E-3
 Piper Prescott: G-3
 Second-Watcher Heathstraw: G-3
 Seward Proudfoot: F-3
 Strider: G-3
 Tate Puddifoot: G-3
 Thomas Thistlewool: D-3
 Ultan Foebane: I-3
 Verity Tyne: G-4
 Watchman Cardoon: D-3

Trainers

Owen Oaks, Bard of Bree: G-3
 Albra Lowbanks, Burglar Trainer: E-4
 Dawn Appledore, Captain Trainer: G-5
 Oggur, Champion Trainer: G-5
 Tralli, Guardian Trainer: G-5
 Flambard Took, Hunter Trainer: G-6
 Dalton Willow, Lore-master Trainer: F-4
 Old Roger Sorrel, Master of Apprentices: G-4
 Burt Ninetails, Minstrel Trainer: G-3

Vendors

Bess Thornbush, Auctioneer: H-6
 Cissy Orangeblossom, Auctioneer: H-6
 Dirk Crabgrass, Auctioneer: H-6
 Jenny Greentoes, Auctioneer: H-6
 Mat Tangleroot, Auctioneer: H-6
 Mason Boyle, Bowyer (Tier 1): F-3
 Harlan Reed, Bowyer (Tier 2): F-3
 Walt Hollytree, Clerk of Kinships: G-5
 Whelan Appledore, Grocer: G-5
 Polly Leafcutter, Healer: G-3
 Maynard Thistle, Heavy Armoursmith (Tier 2): G-4
 Boyden Fir, Light Armoursmith (Tier 1): G-3
 Turner Thisleleaf, Light Armoursmith (Tier 2): G-3
 Miller Chicory, Medium Armoursmith (Tier 1): G-4

Thomas Cleelan, Medium Armoursmith (Tier 2): G-4
 Bonnie Milkweed, Notary: G-5
 Gil Greenbush, Novice Cook: G-4
 Madge Woodsey, Novice Jeweller: G-4
 Tom Thornwell, Novice Metalsmith: G-4
 Alice Pickthorn, Novice Scholar: G-4
 Mat Hedgerow, Novice Tailor: G-4
 Rob Hollyleaf, Novice Weaponcrafter: G-4
 Gib Heathstraw, Novice Woodworker: G-4
 Bert Appledore, Provisioner: G-4
 Bill Rosewood, Stable-Master: D-2
 Bert Goldenleaf, Stable-Master: H-6
 Bonny Thatcher, Supplier: G-4
 Maud Foxglove, Vault-keeper: D-4
 Tad Gardener, Vault Keeper: D-4
 Cooper Basilleaf, Weaponsmith (Tier 1): F-3
 Taylor Birchman, Weaponsmith (Tier 1): F-3
 Allan Coal, Weaponsmith (Tier 2): G-4
 Dolph Boxthorn, Weaponsmith (Tier 2): G-4



Atlas: Bree-land





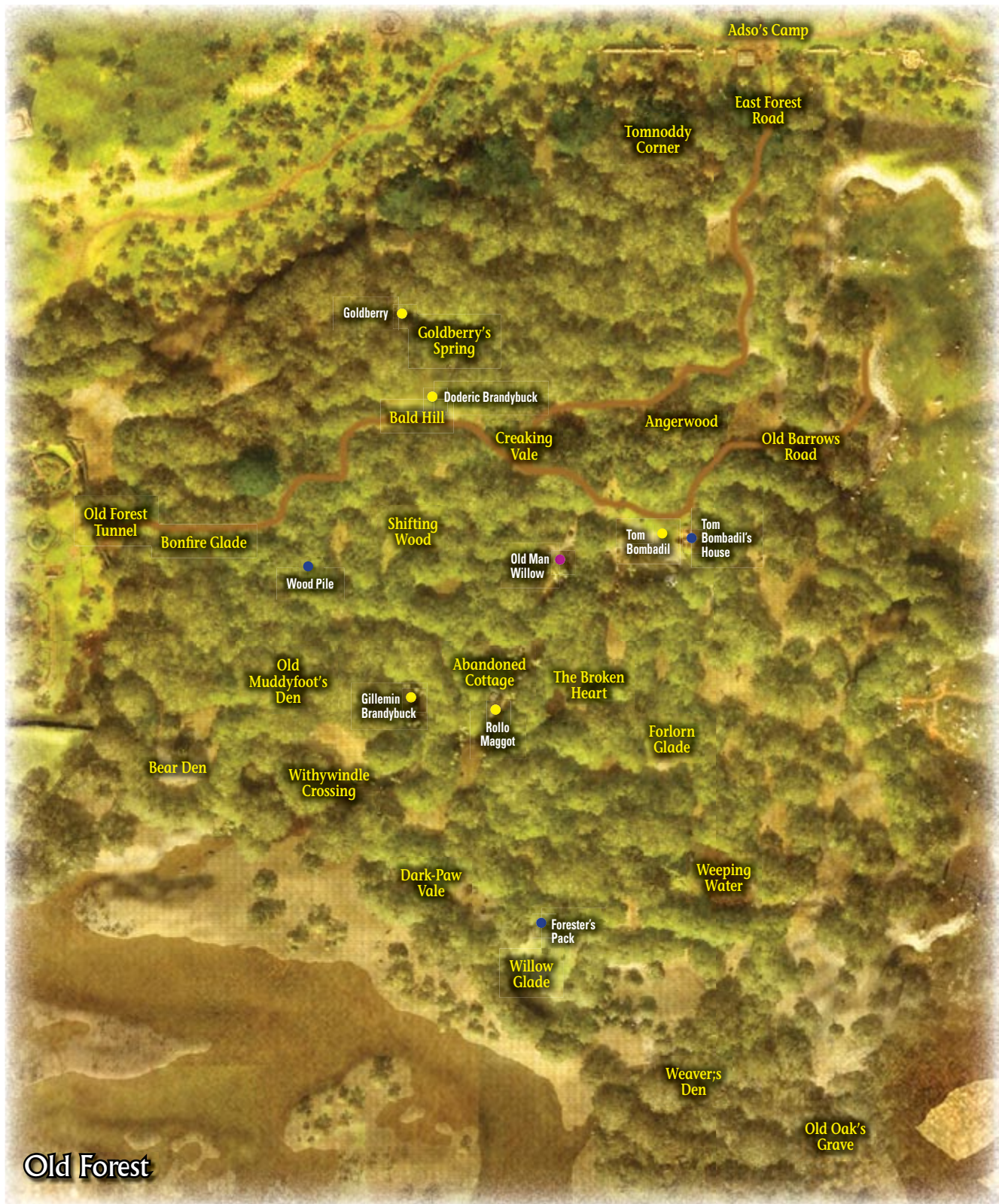
Barrow-downs











Ered Luin



Type: Region

Levels: 1–15

Overview

As an Elf or Dwarf, you will begin your journey in Ered Luin's northwest corner, amidst the snow and chill winds of Thorin's Hall. Four Dwarf-cities—Thorin's Hall, Noglond, Gondamon, and Kheledûl (a camp)—rule the map's northern half, while the beautiful southern hills house the Elves and their spire-adorned towns of Duillond and Celondim. The roads are safe; however, should you wander off the path into the goblin-infested Rath Teraig, the wight-held Eryn Hoedh, or the fortresses controlled by the Dourhand Dwarves, your peaceful journey will turn hostile.

Map Highlights

Duillond (I-5): This Elf-refuge borders the evil Dwarf-port of Kheledûl to the north. Duillond serves as a nexus point for Ered Luin; its main road leads south into Celondim, and its eastern trail leads to the Shire. A great many Elf-scholars are amidst Duillond's multitier platforms.

Kheledûl (I-4): Three Dwarf-cities are friendly to adventurers; Kheledûl is not. Tread its stones only under the cover of night unless your fellowship is prepared to battle stout warriors and swarms of guards. Several important quests run their course in Kheledûl.

Rath Teraig (G-5): The mountains of Rath Teraig hide terrible goblin warrens and spider nests. The Northern Barricade provides a worthy outpost where you can rest and recover; however, the Southern Barricade is in ruins, and loathsome creatures crawl around the area. Several goblin-bulwarks also threaten the area, and your mightiest challenge will be mounting a charge to the mountain's top and into the heart of Amon Thanc.



Thorin's Hall (D-1, E-1): The biggest Dwarf-delving cradles historic Thorin's Hall in its northern mountainside. Thorin's Hall holds all the amenities of a large city, and the grounds outside it, Thorin's Gate, are the training grounds for young adventurers who face the underground perils of the Mirkstone Tunnels, Silver Deep Mine, and the Winterheight.

Mobs

Biting snow-spinner: G-4, G-5
 Blue-crag chief: G-5
 Blue-crag chieftain: E-3
 Blue-crag crusher: D-1
 Blue-crag defender: G-5
 Blue-crag defiler: H-5, H-6, G-6
 Blue-crag demolisher: G-5
 Blue-crag goblin: H-5, G-4, G-5
 Blue-crag gouger: G-6
 Blue-crag hurler: G-5
 Blue-crag novice: G-4
 Blue-crag outrider: E-3
 Blue-crag piercer: E-3, F-3
 Blue-crag sapper: G-5
 Blue-crag scrapper: G-4, G-5
 Blue-crag sentinel: H-5, H-6, G-6
 Blue-crag shielder: G-5
 Blue-crag slicer: G-5
 Blue-crag spoiler: F-4, G-4
 Blue-crag stinger: H-5, G-4, G-5
 Blue-crag trapper: F-4, G-4
 Cave-claw burrower: E-1
 Cliff hendroval: H-2, H-3, H-4, I-4
 Diseased chill-wind: G-4, G-5
 Dourhand armsman: H-2, H-3, I-4
 Dourhand burglar: E-3
 Dourhand chief: G-2
 Dourhand commander: I-4
 Dourhand night-watch: I-4
 Dourhand warrior: G-2, G-3
 Foul blue-crag: D-1
 Foul milkeye: G-4, G-5
 Foul thicketusk: H-5, I-4, I-5, I-6, J-5
 Goblin: D-1
 Great hill-bear: H-3, I-3
 Grimclaw chill-wind: G-3, G-4
 Hendroval canopy-darter: H-3
 Highland cub: D-1, E-1
 Highland hunter: D-1
 Highland prowler: E-1
 Highland wildcat: D-1
 Hill-bear cub: H-3, H-4, I-3, I-4
 Howling gray-wolf: H-6, H-7, I-7
 Juvenile cave-claw: E-1
 Large hill-bear: G-3, H-3, H-4, I-3, I-4
 Lone gray-wolf: G-3, G-4
 Mature thickjaw: E-2, E-3, F-2
 Menacing thickjaw: G-3
 Milkeye burrower: G-4, G-5

Mound-wight: H-2, H-3, I-2, I-3
 Mound-wight archer: H-2, H-3, I-2, I-3
 Pampraush: G-6
 Parzot: E-3
 Peaks hendroval: E-2, E-3, F-2
 Quicksilver cave-crawler: H-2, H-3, I-2, I-3, J-3
 Restless thicketusk: H-4, H-5, H-6
 Roaming thicketusk: H-4, H-5, H-6
 Shrieking chill-wind: G-3
 Sickly-fly queen: I-3
 Skithi Blackhand: H-3
 Skittering snow-spinner: I-2, I-3, J-2, J-3
 Snow-spinner ambusher: I-2, I-3, J-2, J-3
 Snow-spinner hunter: I-3
 Snow-spinner lurker: G-4, G-5
 Snow-spinner trapper: I-3
 Starkath : I-4
 Stout Dourhand: H-2, H-3, I-4
 Sturdy Dourhand: G-2, G-3
 Thickjaw cub: E-3
 Thicketusk sow: H-5, H-6, I-4, I-5, J-5
 Troublesome vale-fly: H-4, H-5, H-6, I-4, I-5, I-6, J-5
 Vale Hendroven: E-3, F-3
 Vale prowler: E-2
 Vale wildcat: E-2, E-3, F-2, F-3
 Vale-bear mother: E-3
 Vale-fly pest: H-6, H-7, I-7
 Vicious hill-bear: I-2, I-3, J-2
 Wild blue-crag: E-3, F-3
 Wild gray-wolf: H-4, H-5, H-6, I-4, I-5, I-6, J-5
 Young Auroch: D-1
 Young cave-claw: D-1, E-1
 Young hill-bear: H-3, I-3
 Young vale-bear: E-2, E-3, F-2

Quest NPCs

Archivist Arodel: Duillond
 Askell: Gondamon
 Athal: I-6
 Baillindiel: Celondim
 Bavor: Thorin's Hall
 Bersi: I-3
 Bogi: Thorin's Gate
 Bolli: Thorin's Hall
 Bregar: Duillond
 Bregedr: Celondim
 Brethilwen: Celondim
 Calengil: Duillond
 Cardavor: Celondim

Celairant: H-4
 Dongandel: I-3
 Dori: Thorin's Gate
 Dorongur Whitethorn: Duillond
 Dwalin: Thorin's Hall
 Eilian: I-7
 Elladan: Thorin's Gate
 Erynwen: Thorin's Gate
 Flosi: Thorin's Gate
 Foreman Ori: Thorin's Gate
 Gailthin: Gondamon
 Geitir: Noglond
 Glamir: H-3
 Glóin: Thorin's Gate
 Grimkell Stonebearer: Noglond
 Guard-Captain Unarr: Thorin's Hall
 Halli Shimmershield: Thorin's Gate
 Hallormr: Kheledûl
 Hglarchen: H-3
 Ingolfr: G-4
 Isdi: Thorin's Gate
 Ketill: Noglond
 Laergil: Celondim
 Langlas: H-4
 Mathi Stouthand: Gondamon
 Merethen: Refuge of Edhelion
 Mibrethil: I-7
 Nithi: Gondamon
 Nos Grimsong: E-2
 Olafr: Noglond
 Olin: Thorin's Gate
 Orlygr: Gondamon
 Ormr: E-2
 Orodlin: Thorin's Gate
 Otkell: Gondamon
 Otur: Thorin's Gate
 Penglir: Duillond
 Rothgar: Noglond
 Selur: Thorin's Gate
 Skogi: Thorin's Gate
 Svanr: H-4
 Talagan: Refuge of Edhelion
 Thinglaer: Celondim
 Thrasi: H-4
 Tindr: Thorin's Hall
 Toronn: Celondim
 Tralli Hammerfist: G-4
 Vifill: E-3
 Wali: Noglond



The Lord of the Rings Online

SHADOWS OF ANGMOR™







Mirkstone Tunnels

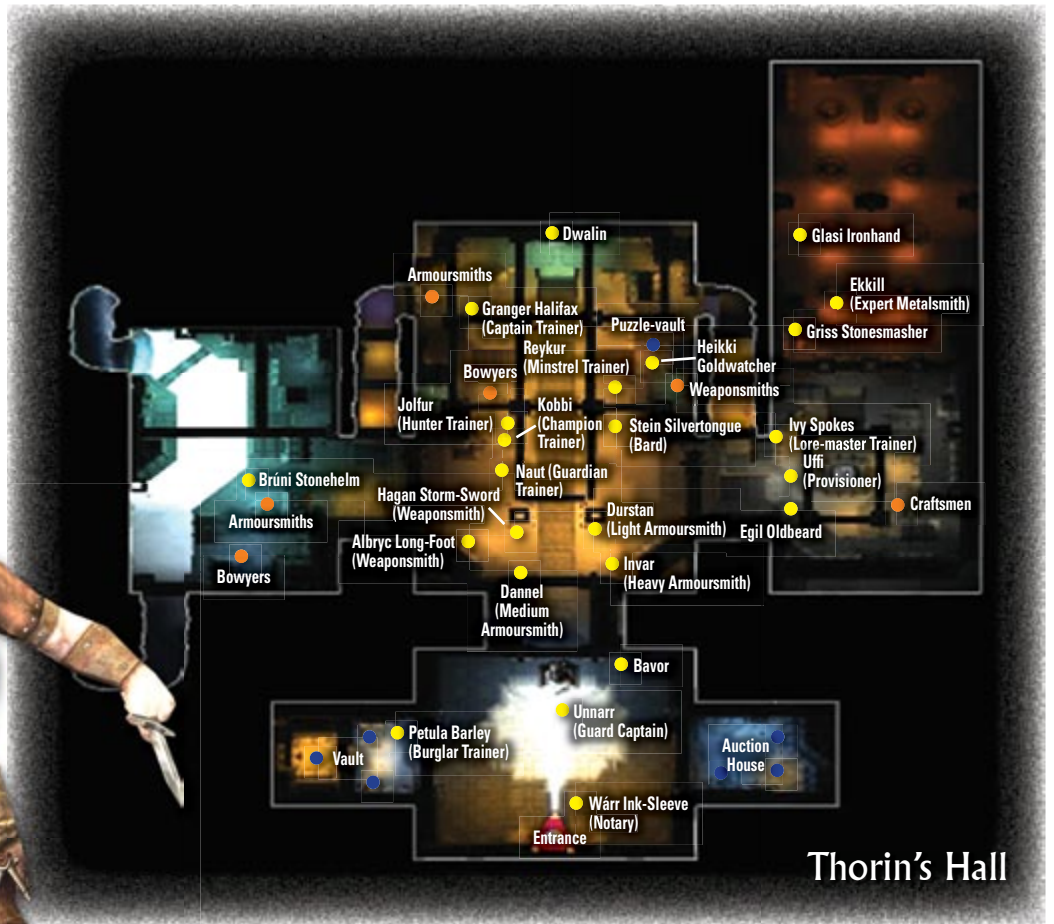
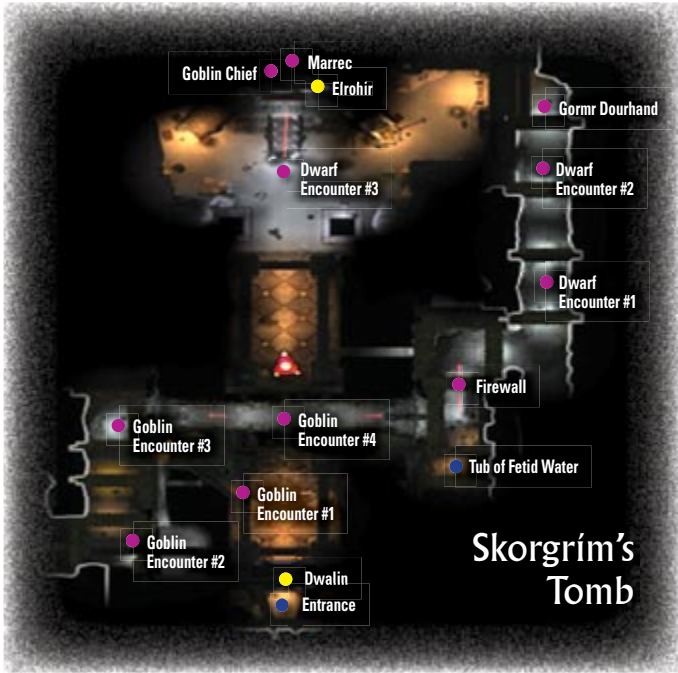


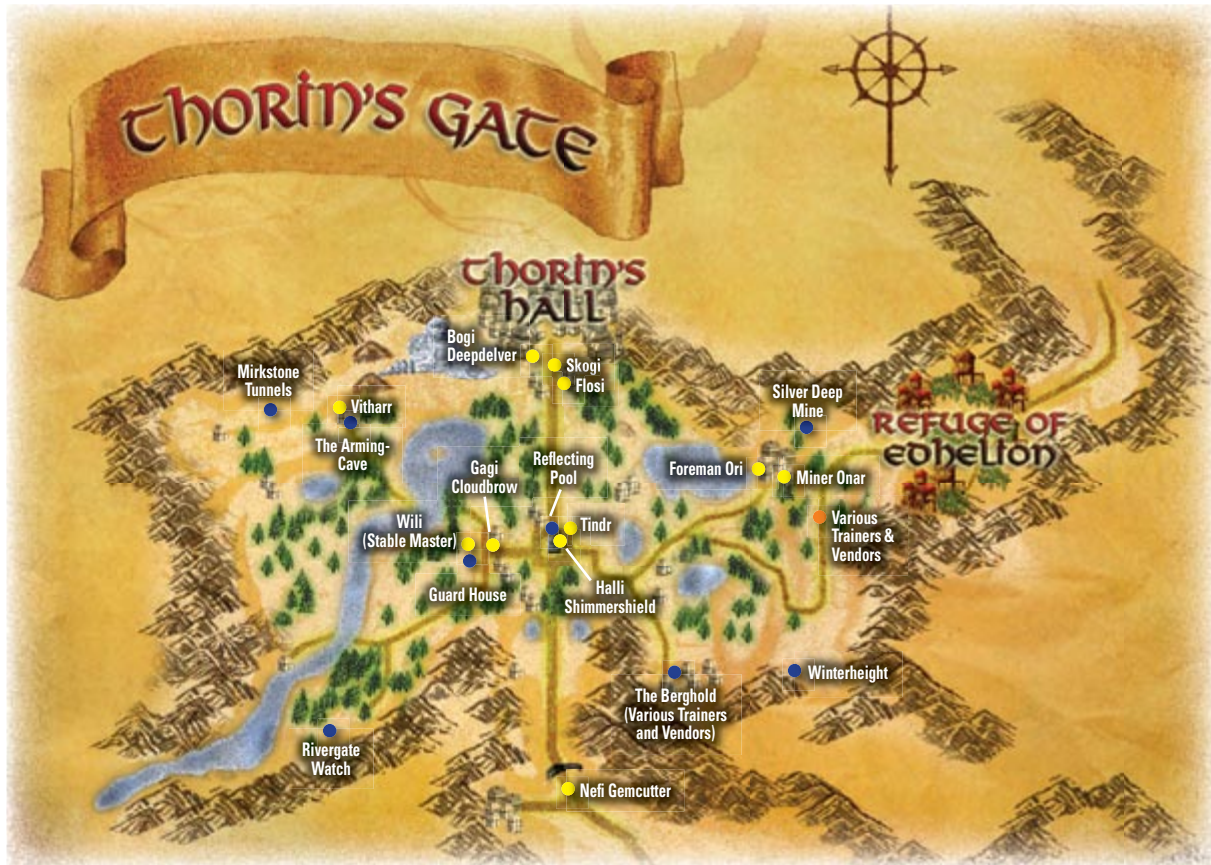
Refuge of Edhelion



Rath Teraig







Ettenmoors



Type: Region

Levels: 45+

Overview

It's Middle-earth's most dangerous region, where even other players can attack you. The Ettenmoors provide PvMP (player vs. monster) combat. Once you're at a high enough level to join with your player character, you can enter the region via various stable-masters. Or, you can play as a monster by visiting a Fell Scrying Pool, such as the one in Bree's Beggar's Alley. As a monster player, you can become an orc, spider, uruk, or warg; each has unique abilities and the capacity to earn destiny points (mainly by conquering the neutral fortress). Spend destiny points on character upgrades or even new skills. On the flipside, characters earn renown primarily by slaying monsters to gain grander and grander PvMP titles.

Map Highlights

Glân Vraig (G-7): The home of the Free Peoples' champions (the player characters) lies in the Ettenmoors' southeast quadrant. Glân Vraig is a bare-bones town—various quest givers will suggest tasks, and one provisioner doles out rations, minor amenities, and, most importantly, equipment repairs. Monster players should beware—Glân Vraig cannot be assailed through normal means; elite archers line the perimeter and slay with a single hit.

Gramsfoot (B-1, C-1): The monster players' home sits in the map's northwest corner, opposite the Free Peoples' home of Glân Vraig. From the warg pen, orc camp, or spider den, monsters can issue forth on quests (similar in nature to the player character quests) and conquer nearby Lugazag tower or the central Tol Ascarnen fortress. Free Peoples players should beware—Gramsfoot cannot be assailed through normal means; elite archers line the perimeter and slay with a single hit.



Hoarhallow (C-6, C-7): This seemingly quaint Hobbit village serves as a hot spot for player/monster conflict. Within Hoarhallow's hills and clumps of buildings, expect trouble at almost any hour of the day, from hit-and-run strikes to major free-for-all. Monster players should stay on high alert for the constantly crisscrossing Hobbit NPCs that may join the fight at a moment's notice.

Tol Ascarnen (E-4): The Ettenmoors' central fortress, once held by the Witch-king but now lapsed into ruin, plays a huge strategic role on the map. From Tol Ascarnen, everything is a short sprint or horse ride away, and it's easy to reach out to the other fortresses. The bridges to the south and west are constantly disputed, and if the keep is under siege by the enemy, you can usually slip in the side entrance to the east near the nobog swamps. No matter who holds Tol Ascarnen, the camp to the southwest of the south bridge always remains player-character friendly.

Mobs

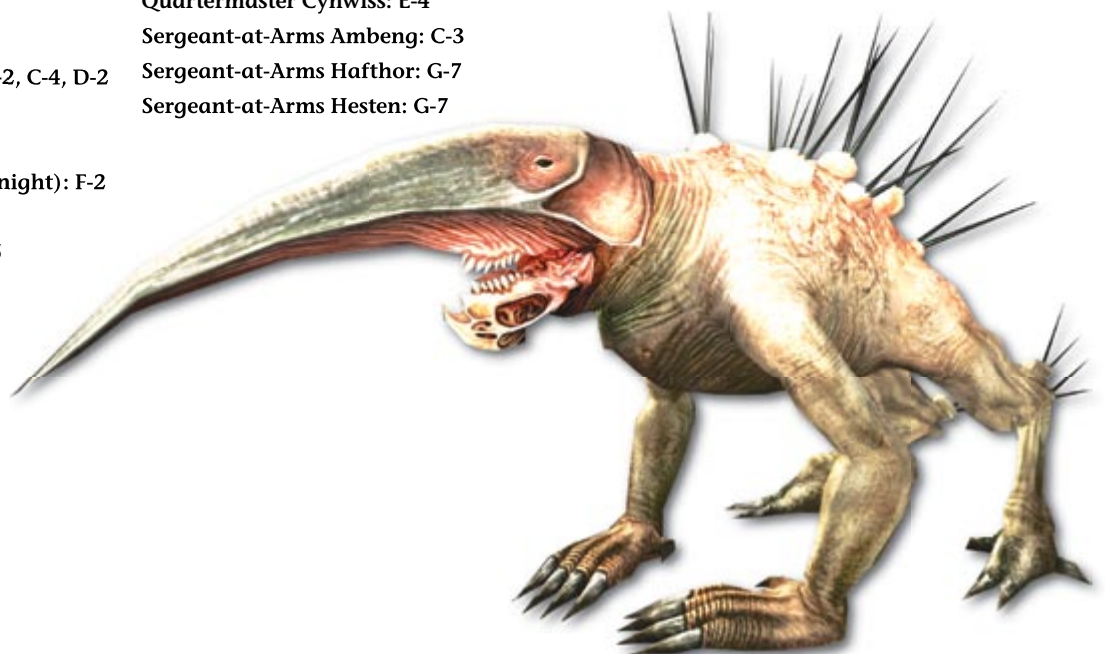
Bloodlust leech: B-2, B-3, C-2, C-3, C-4, D-2
 Coldeve stone-heavers (Elite; only at night): B-5, D-5, F-6
 Coldeve stone-hewer (Elite; only at night): B-5, D-5, F-6
 Cragstone blight-fang: B-2, B-5
 Cragstone trapper: B-2, B-5
 Darktide scrapper: B-6, C-6, D-6, E-6, F-5
 Emerald Twospade (Elite): C-6
 Frenzied fell-maw: D-1, D-2, E-2, E-3
 Frostfell fell-talon: E-1
 Gorgoris (Elite): D-6
 Grimfang lurker (Elite): D-5
 Grimfang weaver (Elite): D-5
 Hoardale neeker: E-4, E-5
 Hoarhallow farmer: C-6
 Hoarhallow gardener: C-6
 Leafcull bramblethorn: D-7, E-7
 Leafcull fell-maple: D-7, E-7
 Leafcull shade-lurker: D-7, E-7
 Morningthaw warden: B-4, B-5, D-7, F-4, F-5, F-6, G-4, G-5, G-6
 Old Goldhead (Elite): G-4
 Shadowmaw howler: B-2, B-4, C-2, C-4, D-2
 Shadowmaw ravager: B-4
 Snowreap guard: G-2
 Snowreap ice-fist (Elite; only at night): F-2
 Snowreap sapper: G-2
 Sun-touched eagle: E-2, G-6, H-5
 Thistledown charger (Elite): B-6
 Thistledown gazer (Elite): B-5, B-6, D-5, E-5

Wintersebb drake (Elite master): F-1, F-2
 Wintersebb drakeling (Elite): F-1, F-2

Quest NPCs

Bok: G-2
 Chieftain Durulkum: B-4
 Chieftain Torbok: E-6
 Emerald Twospade: C-6
 Emissary Pip Diggins: C-6
 First Marshal Nurdram: E-6
 First Marshal Sathryth: H-4
 Gasham: G-2
 Lieutenant Octa: F-1
 Lieutenant Osur: F-1
 Lieutenant Solvi: E-4
 Lieutenant Sturla: C-3
 Lieutenant Swithulf: E-6
 Marigold Winterdown (Elite): C-6
 Mayor Wat Mudbottom (Elite): C-6
 Ned Claybrick (Elite): C-6
 Quartermaster Apsdurf: E-4
 Quartermaster Ash: G-7
 Quartermaster Cynwiss: E-4
 Sergeant-at-Arms Ambeng: C-3
 Sergeant-at-Arms Hafthor: G-7
 Sergeant-at-Arms Hesten: G-7

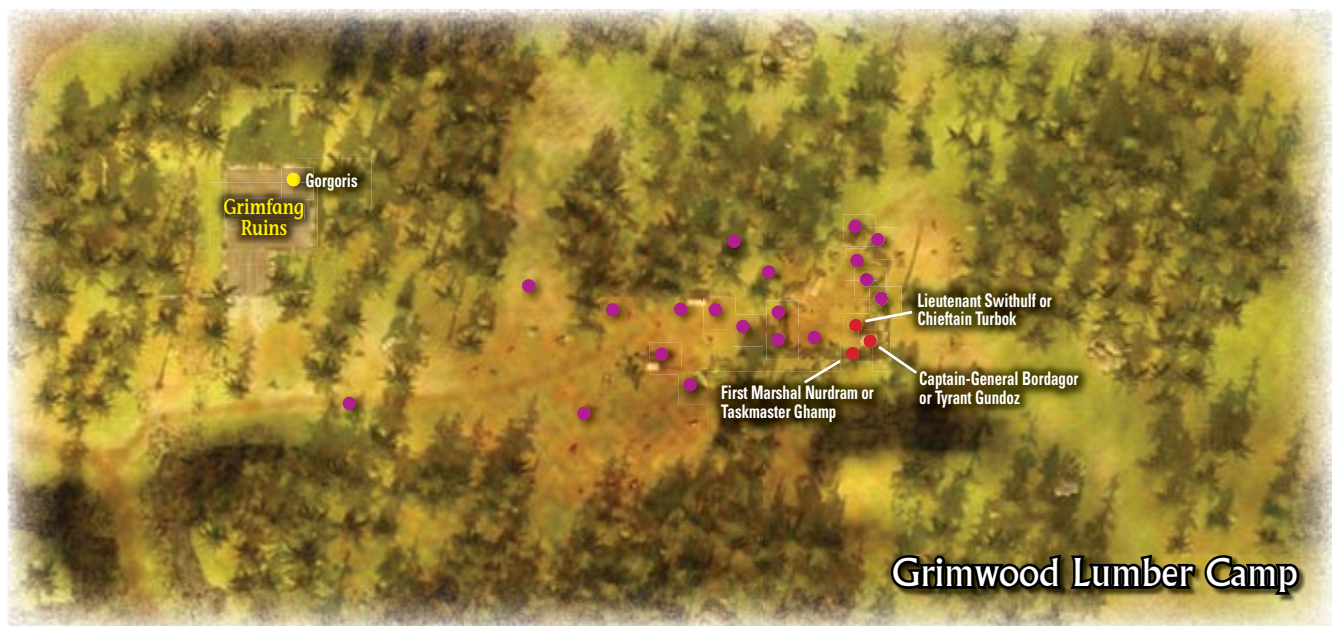
Sergeant-at-Arms Mibrethil: G-5
 Sergeant-at-Arms Thurimbent: G-7
 Soldier Bagfra: C-3
 Soldier Dahmab: C-1
 Soldier Dalgumthak: C-1
 Soldier Fandmau: G-5
 Soldier Gazlup: C-3
 Soldier Graus: C-1
 Soldier Sumtharb: C-1
 Taskmaster Barzqhosh: F-1
 Taskmaster Fikdag: B-4
 Taskmaster Ghamp: E-6
 Taskmaster Gukthor: B-4
 Taskmaster Izubuzri: F-1
 Taskmaster Krul: C-1
 Taskmaster Nursufum: G-5
 Taskmaster Raulik: E-4
 Tyrant Uzulthrang: E-4
 Uglash: C-1
 War-Tyrant Aklhun: C-1







Isendeeep





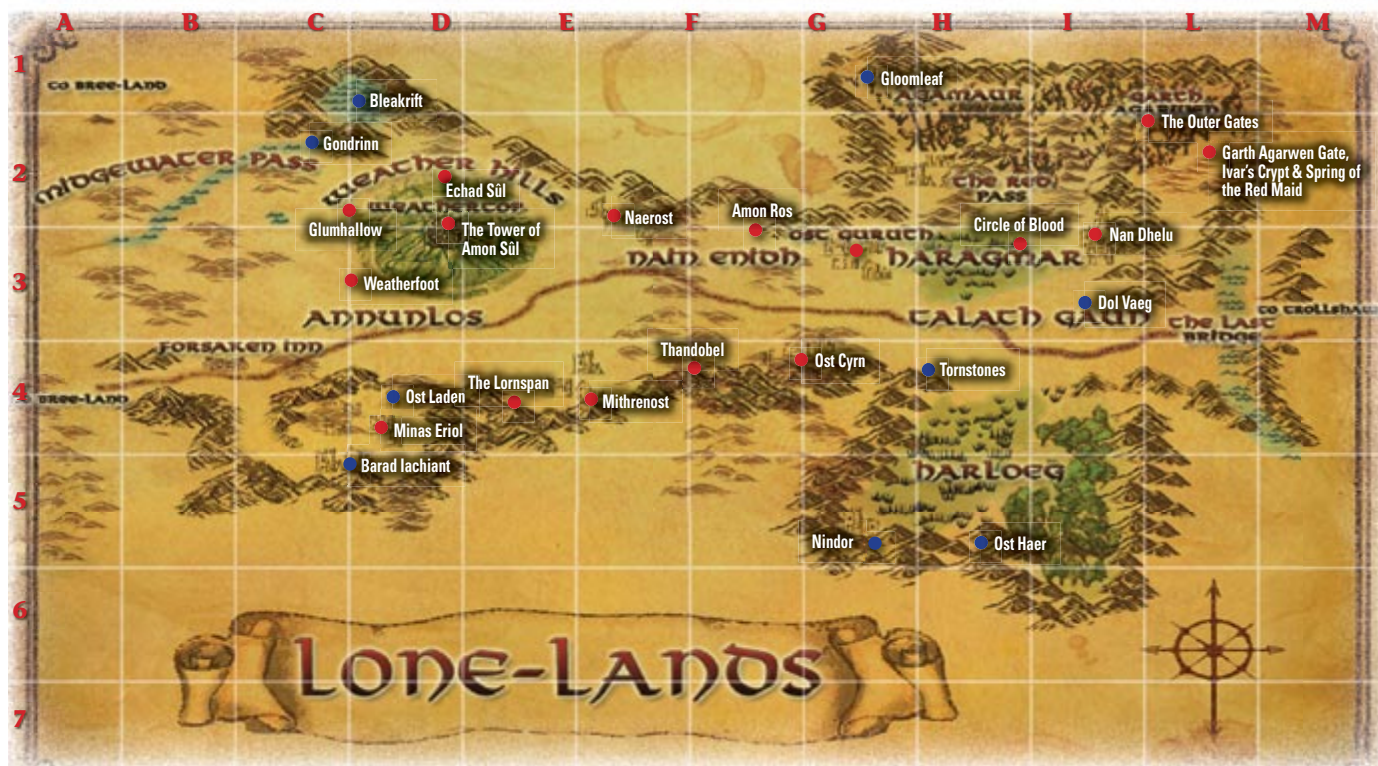
Lugazag







Lone-lands



Type: Region

Levels: 20–30

Overview

This ruins-filled region gets its name from its desolate terrain and the lonely feeling in the pit of your stomach as you face the Shadow's dark creatures. Once a part of the mighty Kingdom of Arnor during the early Third Age, the Lone-lands are now refuge to inhuman ruffians and deadly creatures who walk the land without fear of retribution. Even though the Lone-lands provide the main route to Rivendell in the Trollshaws, don't stray too far from the safety of the main road.

Map Highlights

The Forsaken Inn (B-4): Travel east of Bree along the Great East Road to spot the nearly collapsed Forsaken Inn. This inn is busy with patronage because it's the last chance to sleep on something other than hard ground until you reach Rivendell. Many patrons will secure your services for quests at nearby Minas Eriol and Weathertop.

Minas Eriol (C-4, C-5, D-4, D-5): Goblins have infested the ruins southeast of The Forsaken Inn. As if the goblin-stronghold wasn't perilous enough, it stands adjacent to the ruins of Barad Iachiant, where venomous spiders crawl along the base of the ravine waiting for careless adventurers to slip, and the fortress of Ost Laden, where elite goblins trap and skewer weaker prey.

Ost Guruth (H-3): The forces of good in the Lone-lands' eastern half have turned these ruins into a haven. A safe shelter to the wizard Radagast the Brown and to a host of friendly vendors and fellow frontiersmen, Ost Guruth is a perfect staging ground—nestled between the spiders' Amon Ros and the half-orcs' Naerost to the west, the orcs' Ost Cyn to the south, and the great swamp Haragmar to the east. Bring aid if you go any farther east, as you're likely to encounter gaunt-men in the service of the Dark Lord and the vile corpses they can summon straight out of the ground.

Weathertop (D-2, D-3, E-2, E-3): The tallest hill in the area overlooks the Lone-lands. It's an impressive view, though it may be a difficult climb, as servants of the Enemy are known to flock to its high vantage. Be careful of the monsters who prowl the slopes, and stock up on your Shadow Resistance—Sauron's servants have been seen atop its high peak in the fading light.



Mobs

Alert whitehand: D-1
 Ancient bog-spewer: I-2, I-3, J-2, J-3
 Ancient bog-warden: H-5, I-5
 Angered Tarkrip: G-3, H-3, I-3
 Balt-olog crusher (Elite): J-5, J-6
 Balt-olog heaver (Elite): J-5, J-6
 Balt-olog master (Elite): J-6
 Bile-spewer marksman: I-2, I-3, J-2, J-3
 Bloated muck-crawler: H-5, I-5
 Bog-fly hatcher: I-5, J-5
 Bog-fly hatchling: I-5, J-4, J-5
 Bog Lord: H-5
 Bog-neeker burrower: I-5, J-4, J-5
 Bog-prowler ambusher: I-2, I-3, J-3
 Bog-warden archer: H-5, I-5
 Brokentusk scrubrunner: B-4, C-4, C-5, D-3
 Brudhraw wight-lord (Elite): H-5
 Brush hunter: E-3, F-3, G-3
 Brush prowler: E-2, F-3, G-3
 Bûb-hosh (Elite): D-3
 Camouflaged bog-prowler (Elite): I-1
 Chittering rock-claw: C-1, C-2, D-1
 Corrupted blood-maple (Elite): I-1
 Creeping red-root: I-1
 Creoth elder (Elite): J-1, J-2
 Creoth faithful (Elite): J-1, J-2
 Creoth novice (Elite): J-1, J-2
 Deadly bile-spewer: I-2, I-3, J-2
 Dourhand overseer (Elite): F-4
 Dreadful Tarkrip: G-3, H-3, I-3
 Fell-bog prowler (Elite): I-1
 Foul-arrow Whitehand: B-2, C-2
 Gaunt blight-caller (Elite): H-2, I-2
 Gaunt protector (Elite): H-2, I-2
 Gaunt war-singer (Elite): J-2, J-3
 Gloomleaf (Elite): I-1
 Gore-crow lookout: E-3, E-4, F-3, F-4
 Gore-crow sentinel: I-3, I-4, K-3, K-4
 Gore-crow spotter: I-3, I-4, J-3, J-4, K-3, K-4
 Gore-crow watcher: E-3, E-4, F-3, F-4
 Gorothrin: D-5
 Grim wight (Elite): I-1, I-2
 Half-orc bandit: F-2, G-2
 Half-orc boss: F-2

Half-orc brute: E-2, E-3, F-2, F-3, G-2
 Half-orc guard: F-2
 Half-orc watchman: F-2, F-3, G-3
 Harmon Rushes (Signature): F-4
 Hontimurz (Elite): F-2
 Hontimurz guard (Elite): F-2
 Howling yellowfang: C-1, C-2, D-1
 Lethal Tarkrip: I-2, I-3, J-3, K-3, K-4
 Longtusk scrubrunner: B-2, B-3, B-4, C-2, C-3, C-4, C-5, D-3
 Maddened shattertusk: B-2, B-3, C-2, C-3, D-2
 Malicious gloom-water (Elite): I-1, J-2
 Moor-web hunter: D-4, D-5
 Moor-web spinner: D-4, D-5
 Moor-web weaver: D-4, D-5
 Morfuin (Elite): H-5
 Nasty Tarkrip: H-3
 Nishruk: D-5
 Noxious bog-warden: H-5
 Reykur, minion of misery (Elite): H-2
 Ruin-web ambusher: G-2
 Ruin-web hunter: G-2, G-3, H-3
 Ruin-web mother: G-2
 Ruin-web spinner (Elite): G-2
 Ruin-web trapper (Elite): G-2
 Ruin-web weaver (Elite): G-2
 Shambling wight (Elite): I-1, I-2, J-2
 Sharp-eye lookout: C-1, D-1, D-2, D-3
 Shornbeard chief (Elite): F-4
 Shornbeard outlaw (Elite): F-3, F-4, G-3
 Shornbeard render (Elite): F-4
 Shornbeard warrior: F-3, F-4, G-3
 Silent yellowfang: C-4, C-5, D-3
 Skittering ruin-web: G-2, G-3, H-3
 Slimy muck-crawler: H-5, I-5
 Snagabash (Elite): F-2
 Sturdy Long-tusk: J-3, K-3, K-4
 Styggur, minion of misery (Elite): I-2
 Sullen wight (Elite): I-1, I-2
 Summoned wight: J-2, J-3
 Swamp-norbog burrower: I-2, J-3
 Tarkrip Berserker: H-3
 Tarkrip bog-warrior: I-5, J-4
 Tarkrip messenger: C-2, D-2
 Tarkrip outrider: D-1

Tarkrip seeker: I-4, J-3, K-3, K-4
 Tarkrip servant: J-4
 Tarkrip slaughterer: H-3
 Thorn-talon scout: D-3
 Thorn-talon sentry: B-2, C-2, C-3
 Twisted blood-oak (Elite): I-1
 Vicious bog-neeker: I-5, J-4, J-5
 Vile bog-prowler: I-2, I-3
 Vile moor web (Elite): D-4, D-5
 Viscous shattertusk: B-2, B-3, C-2, C-3, E-2, E-3
 Wailing wight (Elite): H-2, I-2
 Warg bone-chewer: C-4, C-5, D-3
 Warg man-flayer: D-4, D-5
 Warg scrub-stalker: G-3, H-3, J-3, J-4, I-3, I-4, K-4
 War-master Uzorr: D-1
 Whitehand archer: C-1, D-1
 Whitehand battler (Elite): D-4, D-5
 Whitehand crusher: D-4, D-5
 Whitehand fire-thrower (Elite): D-4, D-5
 Whitehand grunt: C-1, D-1
 Whitehand guard: B-2, B-4, C-4, C-5, D-3, D-4, D-5, E-3
 Whitehand lobber: D-4, D-5
 Whitehand orc: C-2
 Whitehand pillager: C-2, D-2, D-3, E-2
 Whitehand ridge-fighter (Elite): D-4, D-5
 Whitehand sniper: C-2
 Whitehand spearer: D-4, D-5
 Whitehand spear-thrower: B-2, B-3, B-4, C-2, C-3, C-4, C-5, D-3, D-4, E-3
 Whitehand strong-arm (Elite): D-4, D-5
 Whitehand thrasher: D-4, D-5
 Whitehand warchief: D-1
 Wretched gloom-water (Elite): J-1

Quest NPCs

Anlaf the Forlorn: Forsaken Inn
 Aric the Stone-speaker: I-5
 Arinora: Forsaken Inn
 Barl Audley, Light Armoursmith: Forsaken Inn
 Branda Rumble: Ost Guruth
 Candac Brightwood: Forsaken Inn
 Candaith: D-2
 Constable Bram Ashleaf: Forsaken Inn



Daegwalt, Light Armoursmith:
Ost Guruth
Dannasen: I-2
Dirk Crowhaven, Weaponsmith:
Forsaken Inn
Donan Finlock, Weaponsmith: Ost Guruth
Elsa the Bold: I-2
Emelin: I-5
Eriac the Strong: I-2
Falster the Fox: Forsaken Inn
Frideric the Elder: Ost Guruth
Gadaric Munce: Forsaken Inn
Garett Wort, Heavy Armoursmith:
Forsaken Inn

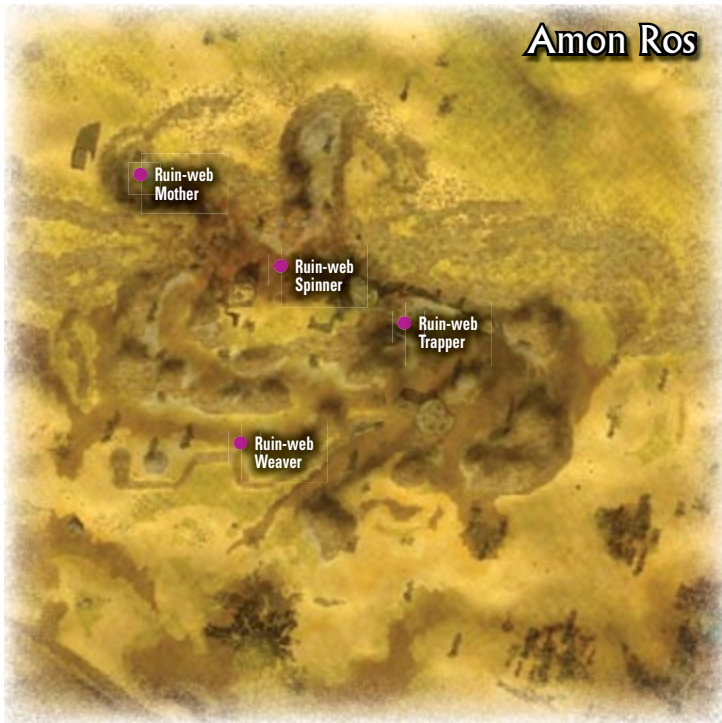
Gestr Quicksilver, Weaponsmith:
Ost Guruth
Glynn Harper: Forsaken Inn
Hana the Young, Grocer: Ost Guruth
Hunulf Munce: Forsaken Inn
Jaster Glenwood, Medium Armoursmith:
Ost Guruth
Jess Fairchild, Weaponsmith: Forsaken Inn
Jordie Scarcliff, Pole Turner: Ost Guruth
Kekkonen: I-4
Kobbi Stonestar: Forsaken Inn
Leofwenna: D-5
Lieva Dourlily: Forsaken Inn
Martin Shadowhyrst, Bowyer: Ost Guruth
Narthan: I-2

Old Mugwort: Forsaken Inn
Palma Brownlock: Forsaken Inn
Pengail: D-3
Radagast the Brown: Ost Guruth
Refr Quicksilver, Heavy Armoursmith:
Ost Guruth
Roland Ambermoon, Bowyer:
Forsaken Inn
Rupe Tenstone, Medium Armoursmith:
Forsaken Inn
Slade Ransford: Ost Guruth
Sorel Dorson: Forsaken Inn
Stanric: Ost Guruth
Strangsig, Healer: Ost Guruth
Tortwil: Ost Guruth





Amon Ros



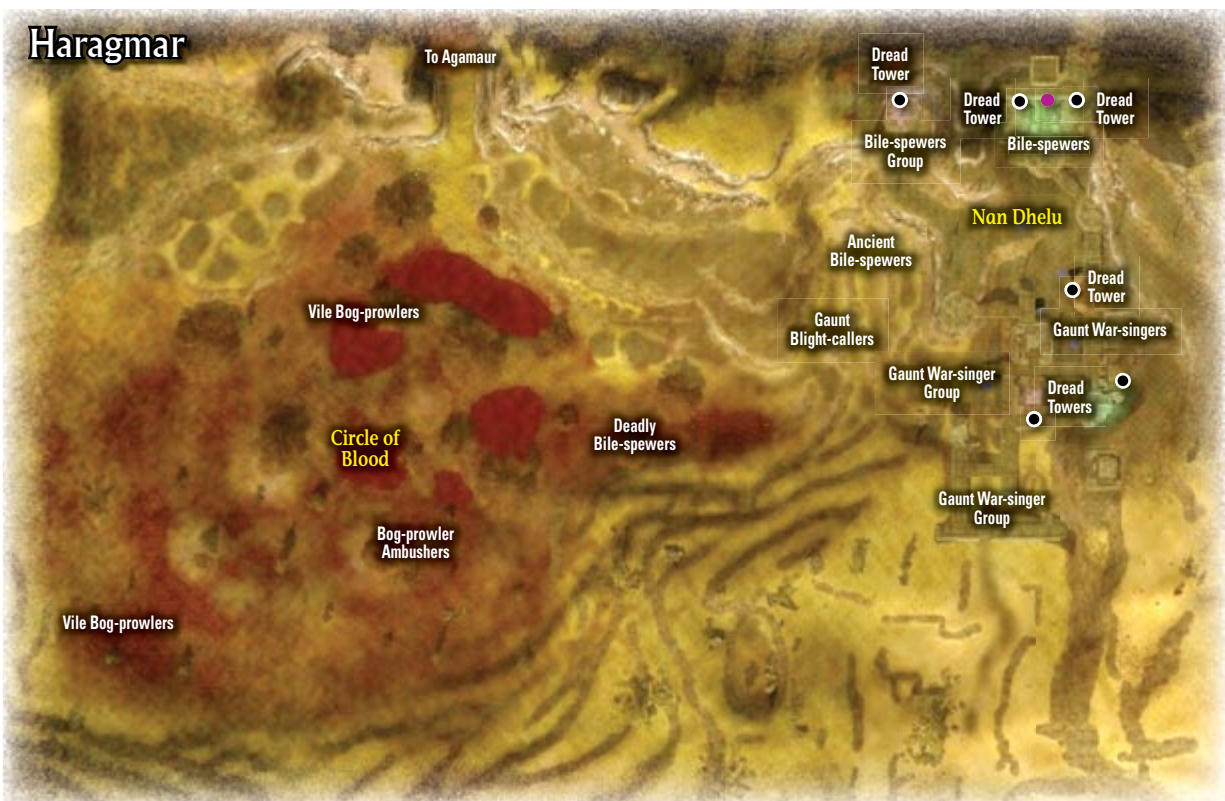
Garth Agarwen



The Forsaken Inn

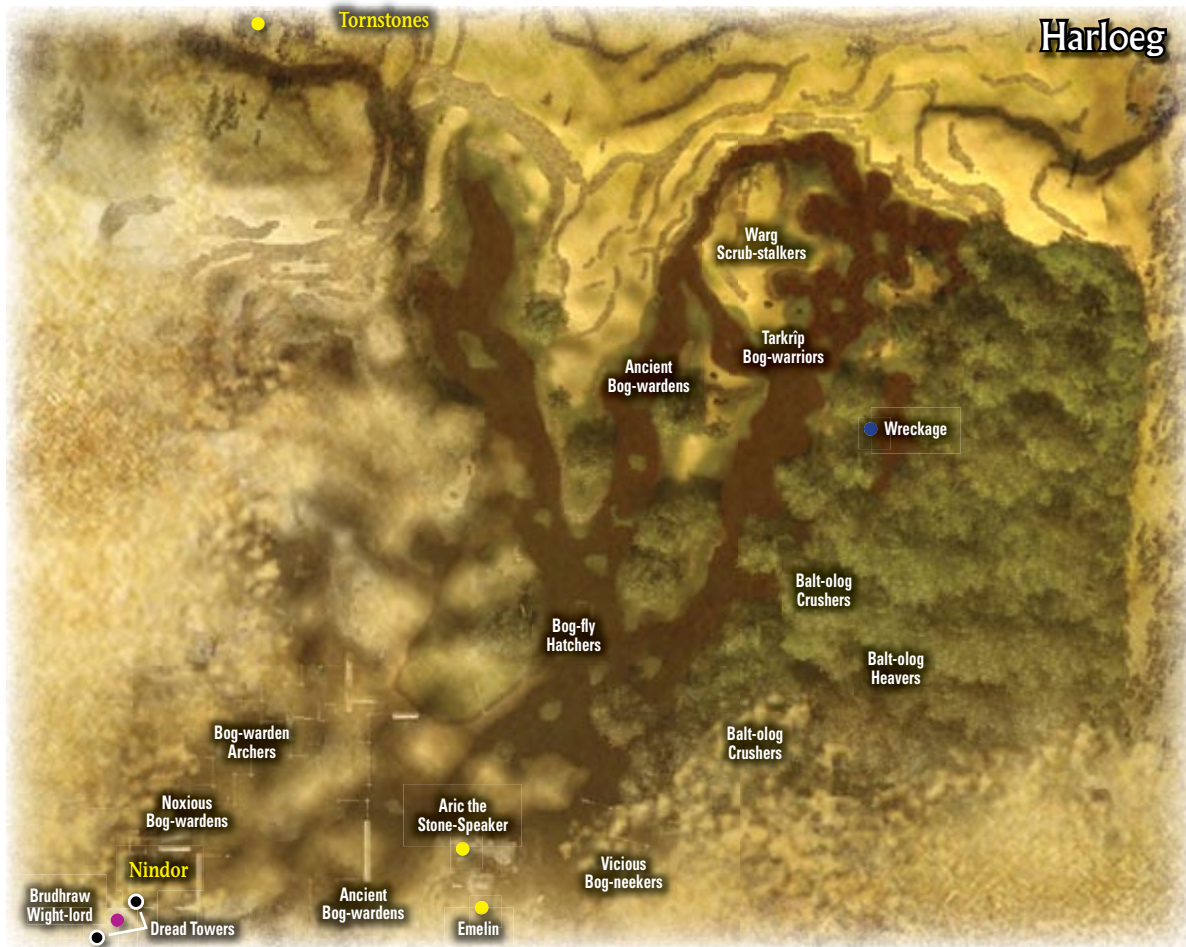


Mithrenost



The Lord of the Rings Online

SHADOWS OF ANGMOR™



Ost Guruth





Misty Mountains



Type: Region

Levels: 40–50

Overview

A ruthless country of ice and towering peaks, the Misty Mountains act as a formidable barrier between Eriador and the eastern lands of Middle-earth. Now overrun with goblins, Corcur hillmen, snowbeasts, and malevolent giants, the Misty Mountains and the long-lost kingdoms running beneath the mountain rock once held the hearts and cheer of friendly Dwarves. Now, however, any Dwarf you meet will aggressively defend the territory around the Gabilazan fortress. Only the most experienced of adventurers will survive in the extreme challenges of this region.



Map Highlights

Glóin's Camp (D-6): Traveling can be extremely dangerous in the Misty Mountains; giants, mammoths, and worms will threaten you around every crag. Glóin's Camp, located in the southeast near Rivendell, is the only friendly location on the map. Even so, it's little more than an outpost; you can load up on quests and rewards, but for serious recovery, you must retreat back to Rivendell.

Helegrod (E-2, F-2): Rumor has it that enormous treasure vaults are located in these ancient Dwarven ruins. If you believe the local talk, one of Middle-earth's dragons guards the riches, which means you can't enter without major reinforcements. Only a full raid group should brave Helegrod.

Iorbar (G-10): This giant city sprawls out like a maze. In order to discover the true purposes of the Misty Mountains' giants and gain some of their lore items, you must explore Iorbar before your adventures are over in the area. Forget about going solo; you must journey here with a skillful fellowship.

Pinnath Fenui (F-6): In the eastern Misty Mountains, before the High Pass that leads to distant lands, Snowreap goblins have built a winding series of fortified camps to hold the area. Pinnath Fenui controls the eastern Bruinen source, and Gurzmat commands the goblin and warg-patrols from atop the towering plateaus.

Mobs

Corcur blood-sworn: D-2, D-3, D-4, D-5, E-6
 Corcur Bowman: D-2, D-3, D-4, D-5, E-4
 Curr-olog (Elite): E-9, E-10, E-11, F-9
 Curr-olog thrower (Elite): E-9, E-10, E-11, F-9
 Deadly crag-hawk: E-6, E-7, E-8, F-7, F-8
 Elusive snowbeast: C-5, D-4, D-5, D-6, E-6
 Frost-giant elder (Elite): E-9, F-9, F-10, G-9, G-10
 Frost-giant rockhurler (Elite): E-9, F-10, G-10
 Frost mammoth (Elite): F-9
 Gabilazan defender: E-8, E-9, F-7
 Gabilazan guard: E-8, E-9, F-5, F-7, F-8
 Gabilazan lieutenant: E-8
 Giant snow-bear: E-9, E-10, F-9, F-10, G-9
 Gundrágh (Elite Master): E-9
 Gurzmat (Elite): F-5
 Hjortur (Signature): E-9
 Hogni Cleave-shank (Signature): E-8, E-9
 Huge snow-bear: E-6, E-7, E-8
 Kulgurz (Elite Master): F-10
 Large snow-bear: D-5, D-6
 Madfurr (Elite Master): F-10
 Mammoth bull (Elite): F-9
 Mammoth elder (Elite): E-6, E-7, F-7
 Mountain pack-warg: E-4, E-5, F-4
 Mountain warg: E-4, E-5, F-4, F-5

Raillug (Elite): D-4

Reclusive snowbeast (Elite): D-4

Rime snow-mantle (Elite): E-4, E-5, F-4

Savage snowbeast: D-3, D-4, D-5, E-4

Shaggy snow-mantle (Elite): E-4, E-5, F-4

Shataz (Elite): F-9

Snowbeast hurler: C-5, D-4, D-5, D-6, E-6

Snowbeast rock-thrower: D-3, D-4, D-5, E-4

Snow-lurker: D-5, D-6, E-6

Snow-mantle bull (Elite): D-5

Snow-mantle matron (Elite): D-5

Snowreap berserker: E-4, F-4, F-5

Snowreap shield-bearer: E-5, F-5

Snowreap skirmisher: E-4, E-5, F-4, F-5

Snowy lynx: D-6, E-6

Snowy mammoth (Elite): E-6, E-7, F-7, F-8

Sukdyr (Elite Master): G-9

Wretched rock-worm: D-3, D-4, D-5, E-4

Quest NPCs

Gimli: D-6

Glóin: D-6

Gwaemithrin: D-6

Halmur Stoneshaper: E-8

Larus Sharpshard: D-6

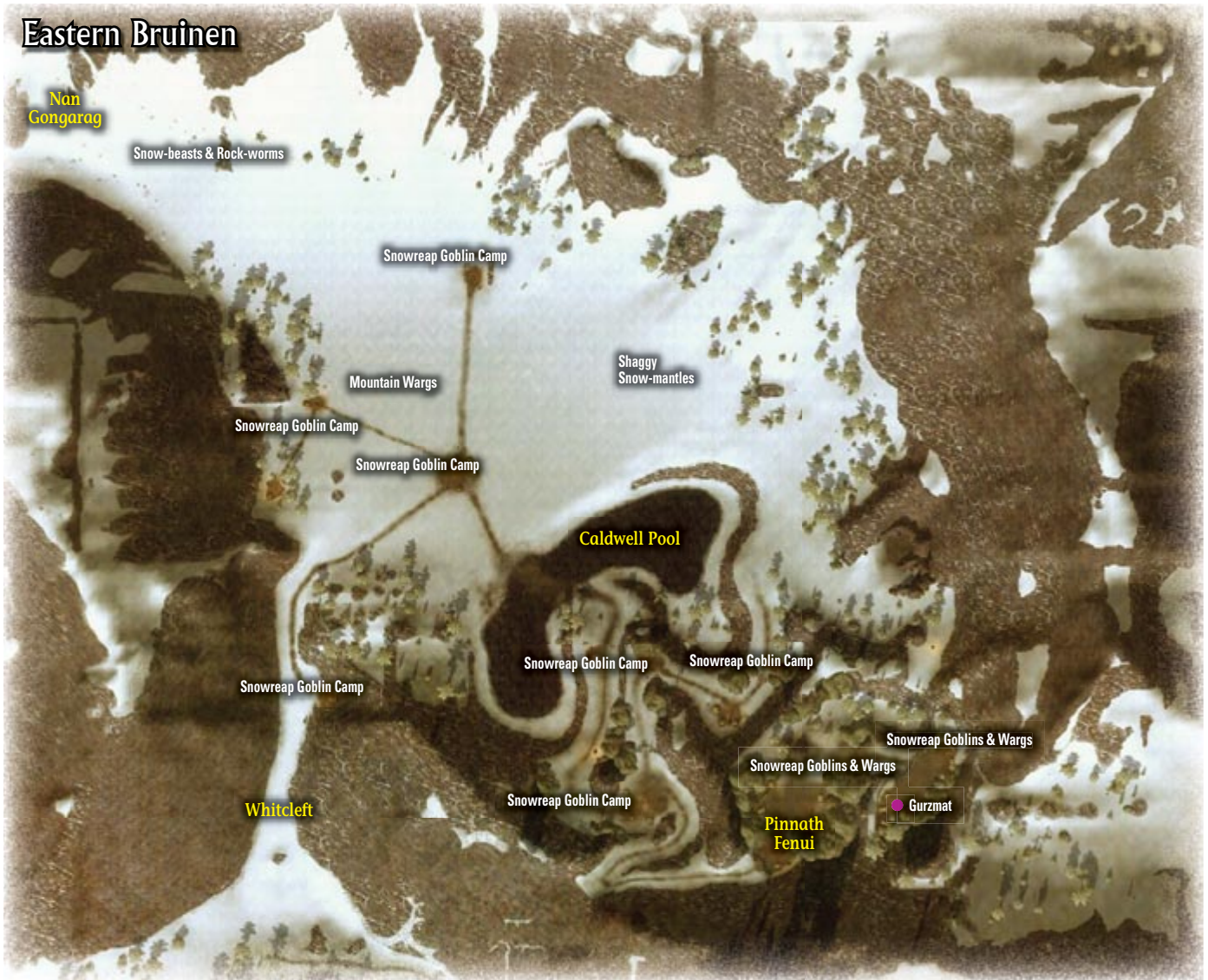
Tralli Gemfinder: D-6

Vighar Roadwalker: D-6





Eastern Bruinen



Helegrod



Atlas: Misty Mountains



Western Bruinen



High Crag

Northern Bruinen



North Downs



Type: Region

Levels: 20–35

Overview

In between Bree-land and the dreaded Angmar, the North Downs is a wild frontier haunted by fell spirits, savaged by orcs, and settled by mysterious earth-kin. Hidden in the eastern mountains from the ever-searching Eye of Sauron, defenders of the Free Peoples, led by the Rangers, have fortified the ruined city of Esteldin as a base camp against the dangers of the north lands. From Esteldin and its allied town to the south-west, Trestlebridge, adventurers can solo against the enemy Dourhand Dwarves around Othrikar or against the undead who torment travelers in the Fields of Fornost; however, only fellowships should venture into the den of Dol Dinen.

Map Highlights

Dol Dinen (I-5, J-5, K-5, K-6): One of the fiercest orc footholds in Eriador, Dol Dinen will leave you flayed, then reborn at the nearest rally point if you aren't fully prepared. Well-equipped fellowships can clear out the area, especially if you want to reach distant exploration points such as Hisuk and Tumat; however, orc swarms are common and warg-patrols frequent.

Esteldin (H-3, I-3): This hidden refuge has everything one would want from a major metropolis. You can find a full complement of vendors and trainers, a bard, a stable-master, and facilities for your professions. Esteldin's front door delivers you into Kingsfell, while its back entrance winds through the mountains and drops you off in the more secluded Nan Amlug East.

Fornost (C-2): The Fields of Fornost expand to the south of the Fornost ruins—a blasted landscape of twisted trees and corrupted spirits. Attempt Fornost only with high-level fellowships; otherwise, its elite mobs will overrun you before you take a dozen steps into the ruins. That also means the site of ancient evil holds treasures most adventurers only dream of pocketing.

Rusfold (I-3): Most of the Earth-kin in eastern North Downs view the Free Peoples as invaders; the Earth-kin of Rusfold do not. Nestled in the rocks north of Esteldin's back exit, Rusfold is a small community of friendly Earth-kin who hand out several quests involving their Earth-kin brethren and the plains of Rhunenlad.



Mobs

Ancient field-bear (Elite): B-2, C-2
Angry razortooth: D-4, E-4
Baleful shadow-wing: A-4, B-4
Binding marsh strider: H-5
Blogmal guard (Elite): C-2, D-2
Blogmal pillager (Elite): C-2, D-2
Blogmal raider (Elite): C-2, D-2
Blogmal sapper (Elite): C-2, D-2
Blogmal spear-maker (Elite): C-2, D-2
Blogmal warlord (Elite): C-2, D-2
Buzzing sickle-fly: G-5
Captain Dombri (Elite): K-6
Clawing barghest: B-4, C-4, D-3
Crazed stonehold: D-4, E-4
Cruel-beak scout: G-6
Cruel-beak sentry: C-5, D-5
Cruel-beak spy: E-4, F-6
Cruel-beak watcher: E-4
Cruel-grip barghest: A-4, B-4, C-4
Darting north-hawk: F-2, G-1, G-2, G-3, H-2, H-3
Dead-aim Ongbúrz: F-4, G-4
Deadly shadow-wing: J-4, K-4, L-4
Defiant hoar-mantle (Elite): J-4, K-4, L-3
Dire warg: J-3, K-3, L-3
Docile hoar-mantle (Elite): I-3
Dourhand falconer (Elite): H-2
Dourhand foreman: G-2
Dourhand miner: F-2, F-3, G-1, G-2
Dourhand ruffian: G-1, G-2, F-2, F-3
Dourhand scout: G-2, H-2, H-3
Downs Bear cub: E-3, F-3
Downs hunter: G-3, H-2, H-3
Downs lynx: F-2, G-2
Downs stalker: F-2, G-2, H-2
Downs wildcat: G-3, H-2, H-3
Dread barghest: A-4, B-4
Dreadful field-bear: C-3, D-3
Drukordh (Elite Master): G-6
Elder moor stalker: D-4, E-3, E-4, F-3, F-4
Enraged razortooth: D-4, E-3, E-4
Falconer Bruni (Elite): H-2
Fearsome hoar-mantle (Elite): J-4
Fearsome marsh strider: H-5
Fearsome rockworm (Elite): B-2, C-2

Fell-grip barghest: C-4, D-3
Field Bear cub (Elite): B-2, C-2
Foraging Downs Bear: F-3, E-3, F-4
Foreman Nyrad (Signature): G-2
Grazing hoar-mantle (Elite): F-4, G-4
Great hoar-mantle (Elite): B-2, C-2
Grim Ongbúrz: F-4, G-4
Hateful Ongbúrz: G-5, H-5
Hill-man archer (Elite): K-6
Hill-man armourer (Signature): K-3
Hill-man bondsman: K-3, L-3
Hill-man chieftain: K-3
Hill-man oath-swearer (Elite): K-6
Hill-man oathsworn (Elite): K-6
Hill-man -bearer (Elite): K-3
Hill-man skirmisher: K-3, L-3
Hoar-mantle calf (Elite): F-4, G-4
Hoar-mantle yearling (Elite): G-4, H-4
Hungry Downs Bear: G-3, H-2, H-3
Jarrko: L-4
Juvenile hoar-mantle (Elite): I-2, J-3
Kingsfell creeper: H-4
Kingsfell spider: H-4
Kingsfell spider queen: H-4
Kingsfell spinner: F-4, G-4
Lugbas (Elite): G-6
Maddened field-bear: C-3, D-3
Maddened razortooth: C-5, D-4, D-5
Marsh strider ambusher: G-5
Marsh strider creeper: H-5
Marsh strider trapper: G-5
Moor stalker scavenger: C-5, D-4, D-5
Oathbreaker archer: D-3
Oathbreaker chieftain: A-4, B-4
Oathbreaker coward: C-4, D-3
Oathbreaker marksman: A-4, B-4
Ongbúrz battle master (Elite): J-5
Ongbúrz berserker: J-5
Ongbúrz bone-smasher (Elite): J-5, J-6, K-6
Ongbúrz bone-speaker (Elite): J-5, J-6, K-6
Ongbúrz combatant (Elite): J-5, J-6
Ongbúrz defiler (Elite): H-5
Ongbúrz grunt: C-3, D-3
Ongbúrz iron-fist (Elite): J-6, K-6
Ongbúrz may-slayer (Elite): J-6, K-6
Ongbúrz ravager: C-3

Ongbúrz rock-heaver (Elite): J-5
Ongbúrz scout: C-3, D-3
Ongbúrz sharp-eye (Signature): J-5
Ongbúrz skirmisher: I-5, J-5
Ongbúrz slicer: I-5, J-4, J-5
Ongbúrz spear-tosser: I-5, J-5
Ongbúrz tracker: G-5, H-5
Ongbúrz warg-keeper: I-5, J-5
Ongbúrz warrior: C-3
Pakonka siege-master (Elite): J-6, K-6
Placid hoar-mantle (Elite): H-4
Raging Tarkrip: F-6
Raugzok (Elite): J-5
Rauta-lehmä archer: L-4
Rauta-lehmä fighter: J-3, J-4, K-4, L-3
Rauta-lehmä hunters: J-3, L-3
Rauta-lehmä leader: L-4
Rauta-lehmä tracker: J-4, K-4, L-3, L-4
Rauta-lehmä warden: L-4
Rauta-lehmä warrior: J-3, K-3, L-3
Revolting silt toad: H-5
Revolting Tarkrip (Elite): F-6, G-6
Roaming warg: I-5, J-4
Roving warg: H-4
Rock-troll brawler (Elite): H-6, I-5
Rock-troll hurler (Elite): H-6, I-5
Roving hoar-mantle (Elite): J-3
Sickly razortooth: B-2, C-2
Skittering Downs spider: I-2, J-3
Snarling moor stalker: D-4, E-3, E-4, F-3
Stinging sickle-fly: G-5, H-5
Stonehold chief: E-4
Stonehold spear-hurler: D-4, E-3, E-4, F-4
Strong hoar-mantle (Elite): I-2
Tarkrip brawler (Elite): F-6, G-6
Tarkrip defiler (Elite): F-6
Tarkrip emissary (Elite): G-6
Tarkrip fightcaller (Elite): G-6
Tarkrip fightmaster (Elite): F-6
Tarkrip looter: E-4
Tarkrip marksman: E-4, G-6
Tarkrip picket: C-5, D-5
Tarkrip raider: C-5, D-5
Tarkrip ransacker (Elite): G-6
Tarkrip render: E-4
Tarkrip shanker (Elite): F-6, G-6

Tarkrip sharp-eye (Elite): F-6, G-6
 Tarkrip shooter: E-4
 Tarkrip siege engineer (Elite): F-6
 Tarkrip skirmisher (Elite): G-6
 Tarkrip thrasher (Elite): G-6
 Threatening hoar-mantle (Elite): F-4, G-4
 Torfi Hammerhorn (Elite): G-1
 Torfi's guard (Elite): G-1
 Vicious Tarkrip (Elite): F-6, G-6
 Villainous oathbreaker: A-4, B-4
 Violent Tarkrip: F-6, G-6
 Wandering cruel-beak: C-5, D-5
 Wandering hoar-mantle (Elite): J-3, K-3, L-3
 War-Captain Ongbúrz: G-4
 Warg hunter: I-2, J-3, K-4
 Warg pack-leader: E-3
 Warg pack-mate: E-3, F-3
 Warg scavenger: C-3, D-3
 Warg stalker: C-3
 Wild razortooth: C-5, D-5
 Writhing marsh strider: G-5
 Young Downs Bear: G-3, H-3
 Young hoar-mantle (Elite): J-4, K-4, L-3
 Zaukíl, Ongbúrz war-master (Elite Master): J-6

Quest NPCs

Adelin: C-6
 Aggy Digweed: C-6
 Aglardir: G-5
 Agnes Martle: D-4
 Alf Grimble: C-6
 Alwin Walker: G-4
 Amarion: D-4
 Arch: B-2
 Arohir: Esteldín
 Asikko: I-3
 Baranwen: G-5
 Bartelot Took: B-2
 Birgir: G-2
 Bork: B-2
 Brethilwen: G-5
 Camilla and William Peake: D-4
 Celephadh: Esteldín
 Colbert the Mad: C-4

Daervunn: Esteldín
 Dagoras: Esteldín
 Dallin: C-6
 Dori: G-2
 Eero: I-3
 Elder Tahvo: I-3
 Elsie Woodruff: C-6
 Emma Slee: B-2
 Erandir: Esteldín
 Faronwen: Esteldín
 Gandelin: G-5
 Garchadron: Esteldín
 Gareth: B-2
 Gatson: G-4
 Gildor Inglorion: G-5
 Giles Chadwick: C-6
 Gilmar: G-4
 Glambaen: G-5
 Guardsman Otley: C-6
 Gwesgyllel: G-5
 Halbarad: Esteldín
 Hannar: G-2
 Hithlim: Esteldín
 Hlaja: G-2
 Holger Tanner: Esteldín
 Holly: G-5
 Hornbori: G-2
 Idalene: B-4
 Idhremmin: C-4
 Istuienn: Esteldín
 Jarl Copperbrace: G-2
 Kemp the Wheelwright: C-6
 Lagorlam: I-5
 Leigh Putnam: C-6
 Lengloth: B-2
 Livari: I-3
 Londrandir: D-4
 Lovenol: B-2
 Maedhrusc: B-2
 Marla: C-6
 Mattie Woodruff: C-5
 Mauni: I-3
 Mauno: I-3
 Medlichen: G-5
 Methindir: Esteldín
 Mincham: C-4

Nathan Hodges: D-4
 Noll Tobbit: C-5
 Oathbreaker Captain (Elite): D-3
 Orgrin: G-2
 Ormulf: G-2
 Orthonn: F-3
 Oskari: L-3
 Ottar: G-2
 Penny Took: B-2
 Pothlir, Stable-master: D-4
 Ragnarr Hornsunder: I-3
 Regin: G-2
 Severin: C-6
 Silefalas: G-5
 Silith: B-2
 Talbot Hinton: C-6
 Thaliollang: G-5
 Topi: I-3
 Toram: Esteldín
 Vali: B-2

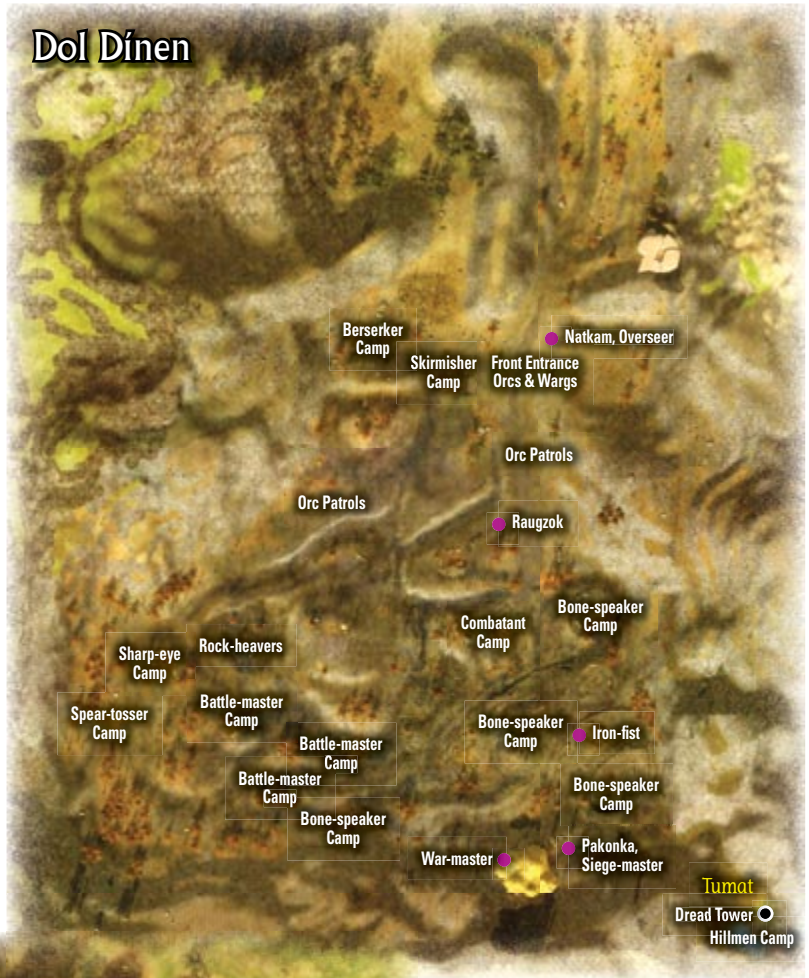




Annundir



Dol Dinen



Esteldin



The Lord of the Rings Online

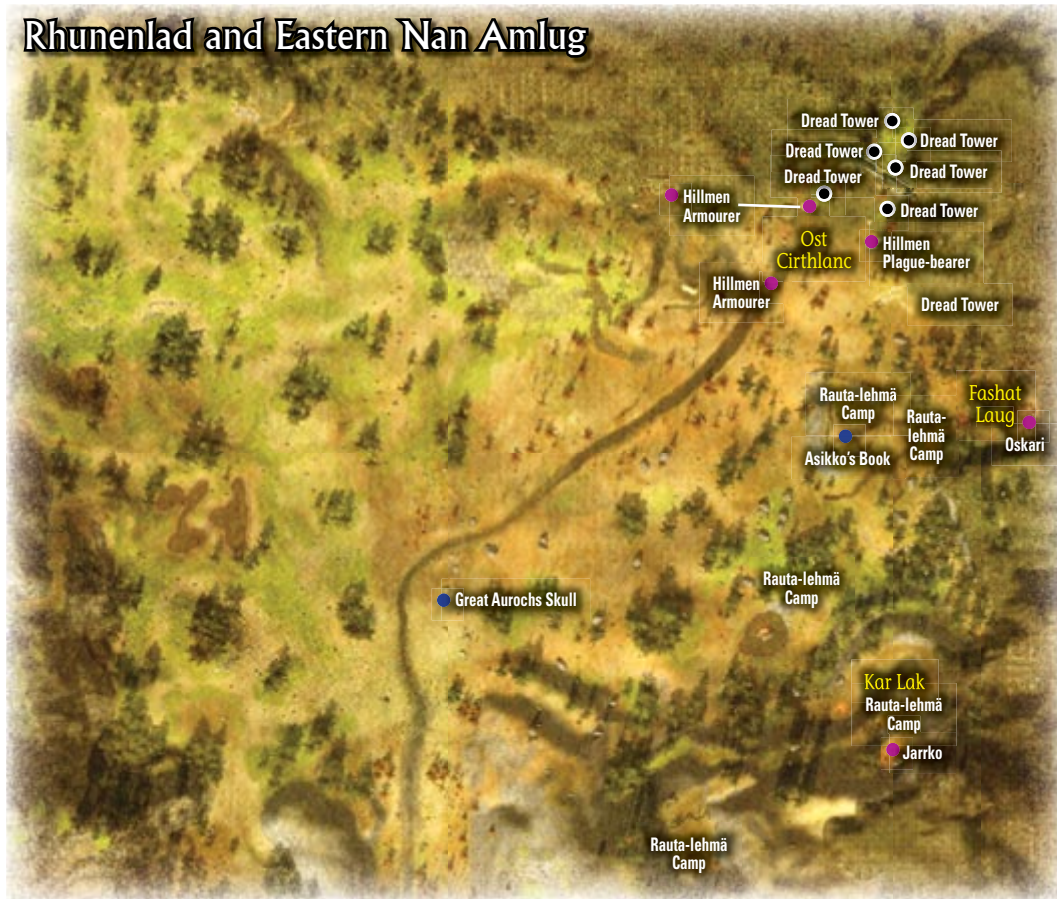
SHADOWS OF ANGMAR™







Rhunenlad and Eastern Nan Amlug



The Greenway



Trestlebridge

The Shire



Type: Region

Levels: 1–10

Overview

If you want to kick your feet up with a pint, doze under a shady tree on a breezy summer day, or enter a pie-eating contest, look no farther than the Shire. The gorgeous rural scenery hosts the friendliest little folk in all the land, and you may yearn to settle down in a Hobbit-hole before you even lace up your first pair of enchanted boots. However, even this peaceful region is under the shadow of troubled times. Brigands have moved into the Green Hill Country, the marshes may trap the careless, and a Black Rider has been seen asking after a certain Hobbit. For beginning adventurers of all shapes and sizes, the Shire will be home to the start of a fine career.

Map Highlights

Bindbole Wood (E-3, F-3, F-4): A huge forest that covers the north-western section of the Shire. It may not appear as spooky and intimidating as Bree-land's Old Forest, but make no mistake—you can get lost if you don't know the path. Beware the dangerous spiders that lurk where you least expect them.

Green Hill Country (G-6, H-6, H-7): You will see innocent deer and shrews on the hills, but you will also risk falling afoul of armed brigands who might snatch unsuspecting Hobbits for ransom. The human brigand camp is just past the waterfall, while a separate half-orc encampment sits farther back, hidden in the hills. To keep your throat intact, travel with friends.

Hobbiton (E-5, F-4, F-5): One of the Shire's most famous towns, Hobbiton is Gandalf's favorite rest stop on his way west, and the Bagginses still own the Hobbit-hole named Bag End. Hobbiton is located near the Shire's center; you can reach everything in short order from here, including the other Hobbit hamlets, Bindbole Wood, and the Greenfields.

Michel Delving (C-6, C-7): In the southwestern section of the Shire, Michel Delving takes up more real estate than many of the other Hobbit towns combined. Expect to find most amenities here, and it's the best spot to call home if you plan on doing a lot of questing in the Shire.



Mobs

Angry broadtooth: G-3, G-4, G-5
Angry hill-toad: G-5
Angry tusker: C-5, D-5, E-5, E-6
Badger: G-2, H-2, H-3, I-1, I-2, I-3, I-4, J-2, J-3, J-4
Bindbole spinner: D-2, E-3
Bindbole weaver: D-2, E-3, F-4
Biting gnats: D-4
Biting shrew: C-4, C-5, D-4, D-5, D-6, D-7, E-4, E-5, F-4
Black bear cub: H-3
Bog-toad: C-4, D-4
Bold wolf: J-5
Brigand boss: H-7
Brigand knave: G-6
Brigand poacher: H-7
Brigand robber: H-7
Brigand waylayer: G-6
Burrowing shrew: I-5
Buzzing gnats: C-4, D-4
Crazed broadtooth: G-4, G-5
Dourhand hunter: D-3, D-4
Dourhand tracker: D-3
Dourhand trapper: D-3, D-4
Fierce black bear: H-4
Flitting bat: H-3, H-4, H-5
Foraging shrew: E-5, F-6, G-5, H-6
Foraging wood-bear: E-3, F-3, F-4, G-4, G-5
Gramsfoot advancer: G-3, G-4
Gramsfoot battler (Elite): G-2
Gramsfoot defiler (Elite): G-2
Gramsfoot guard: G-2, H-2
Gramsfoot hurler: G-2, H-2
Gramsfoot piercer: G-4
Grass-stalker tracker: H-3
Great brown bat: H-3, H-4
Greenfields biter: H-3, H-4, H-5, I-3
Greenfields queen: I-3
Greenfields tree-weaver: I-3
Half-orc leader: H-7
Half-orc scoundrel: H-7
Half-orc trapper: H-7
Hill tusker: F-6, H-6
Laugfûr (Elite): J-5
Lobelia the Toad (Signature): G-5

Long-grass swine: G-4, H-3, H-4, H-5
Long-grass tusker: H-4
Long-tooth shrew: H-3
Lubach (Elite): G-2
Mature black bear: G-2, H-2, H-3, I-2, I-3, I-4, J-3, J-4
Mature hill-bear: F-6
Muck-glutton (Signature): J-6
Putrid bog-slug: C-4
Restless broadtooth: E-3, F-4
Scarred wolf-leader (Signature): D-5
Small harvest-fly: I-6
Small hill-bear: F-6
Snarling wolf: C-5, D-4, D-5, D-6, D-7, E-6, F-4
Stinging gnats: F-6, G-5, H-6
Thieving shrew: D-6, D-7, E-4
Wild broadtooth: E-3
Wild Gramsfoot: G-2, H-2
Wild hill-toad: F-6, G-5, H-5
Wild tusker: C-5, D-5, D-6, D-7, E-5, E-6
Wolf: J-5
Wolf hunter: G-2, H-2, H-3, I-1, I-2, I-3, I-4, J-2, J-3, J-4
Wolf leader: D-4, D-5
Young wood-bear: E-3, F-3, F-4, G-3, G-4, G-5

Quest NPCs

Adelard Took: E-6
Aldo Toplevel, Medium Armour Trader: F-5
Alf Goodcliff: B-5
Alken Chubb: F-5
Andfast Tunnely, Stable-master: C-6
Angelica Bolger, Stable-master: I-5
Ardo Aleford, Minstrel Trainer: C-6, F-3
Assistant Fallohide: C-6
Balbo Grubb, Novice Weaponcrafter: C-7
Barmy Rootknot: F-5
Belco Brockhouse: E-6
Belgo Redsmith, Bowyer: G-3
Berylla Goodchild, Novice Jeweller: C-7
Bingo Bolger: I-5
Blossom Proudfoot, Mistress of Apprentices: C-7
Bodo Goodbody: G-3
Bogo Chubb, Stable-master: E-5
Boulder Chubb: B-3

Boulder Primstone: G-3
Bowman Whitfoot, Provisioner: C-7
Brinley Gardener, Weapon Trader: C-6
Britho Woodvine, Medium Armour Trader: I-5
Carlo Blagrove, Tavern Keep: C-6
Cotman Brown, Novice Metalsmith: C-7
Crocus Stonybanks: F-3
Daddy Twofoot: E-5
Daisy Brockhouse: C-6
Daisy Hornblower: I-6
Daisy Newbuck, Bowyer: I-5
Dora Brownlock: D-6
Dudo Greenacre, Weapon Trader: C-6
Edilina Proudfoot: E-6
Emerald Borings: C-7
Esilia Took, Grocer: E-6
Everard Holebourne: F-3
Fang: J-6
Farmer Maggot, Respected Farmer: J-6
Felderlic Willowwood, Light Armour Trader: G-3
Filibert Bolger: B-3
Filimer Took, Weapon Trader: F-5
Fogo Fallohide: J-5
Fosco Boffin, Grocer: H-3
Gaffer Gamgee, Respected Gardener: E-4
Gammer Boffin, Grocer: F-3
Gammer Took, Bard of the Shire: C-6
Gammer Tunnely: E-6
Gardenia Bracegirdle, Healer: C-6
Geirr, Champion Trainer: C-6
Gerd Whitfoot, Tavern Keep: F-5
Gerebert Took: G-6
Gilda Sweetwater, Light Armour Trader: C-6
Gilly Bracegirdle, Medium Armour Trader: C-6
Gorhendam Greenholm, Weapon Trader: I-5
Griffin Bunce, Bowyer: C-6
Griffo Boffin: B-3
Grip: J-6
Gunderic Grubb, Tavern Keep: J-5
Gundo Bracegirdle, Stable-master: J-5
Halfred Bolger, Novice Tailor: C-7
Hal Hornblower: E-5
Halros: H-3

Halsen Tubwort, Tavern Keep: G-3
 Hammy Maggot: J-6
 Hardo Thorney, Weapon Trader: F-5
 Hart Holeman: F-3
 Hayley Carver, Captain Trainer: C-6
 Hending Gamgee, Needlehole Stable-master: B-3
 Hildibras Took, Novice Scholar: C-7
 Holba Blackiron, Light Armour Trader: F-5
 Holly Hornblower: E-5
 Hugo Broadbelt: C-6
 Hyacinth Took: E-6
 Imbert Took: F-6
 Indor Weaver, Weapon Trader: C-6
 Inula: F-3
 Iris Chubb: B-3
 Isembert Took II: F-6
 Ivo Brockhouse: G-3
 Jolly Cotton: G-5
 Jolly Smallburrow: D-5
 Keeper Brombard Foxtail: C-6
 Largo Proudfoot, Novice Farmhand: C-6
 Lilabet Roper, Burglar Trainer: C-6
 Lily Proudfoot: H-3
 Lobelia Sackville-Baggins: E-4
 Longo Burrow: F-6
 Lotho Sackville-Baggins: E-4
 Marigold Twospade: C-6
 Marmadoc Bolger, Healer: G-3
 Mat Harfoot: J-5
 Mayor Will Whitfoot: C-6
 Milo Hornblower: G-5
 Mirabell Gammidge, Medium Armour Trader: G-3
 Mundo Sackville-Baggins: B-5
 Mungo Burrows: H-2
 Myrtle Oddfoot: G-5
 Ned Diggins: C-6
 Neldo Oaklane, Bowyer: F-5
 Nick Cotton: G-5
 Odo Mudbottom: G-5
 Old Sally: F-6
 Polo Proudfoot, Expert Farmhand: F-5
 Onar: B-3
 Opal Goodbody: E-4

Opal Stonefield, Weapon Trader: I-5
 Orthir: I-6
 Osbert Fallohide, Vault-keeper: C-6
 Otho Broadbelt: F-3
 Pansy Proudfoot: J-5
 Pansy Tunnely: H-3
 Pasco Grubb: C-7
 Peaseblossom Tunnely, Clerk of Kinships: C-6
 Peony Grubb: C-6
 Peridot Bolger, Healer: I-5
 Pervinca Took: E-6
 Petunia Greenhand, Novice Cook: C-7
 Polo Brockhouse: C-6
 Ponto Hopsbloom: G-5
 Ponto Hornblower: G-3
 Poppy Grubb: H-3
 Porto Brownlock, Novice Farmhand: F-5
 Postman Boffin: F-3
 Postman Cotton: F-5
 Postman Digswell: H-3
 Postman Grubb: E-5
 Postman Moresby: G-3
 Postman Newbuck: B-5
 Postman Redsmith: B-3
 Postman Smallburrow: J-5
 Postman Spinner: I-6
 Postman Took: E-6
 Postman Twofoot: D-6
 Postmaster Proudfoot: C-6
 Primrose Proudfoot: J-5
 Primula Diggins, Expert Woodworker: F-3
 Prisca Underhill: H-3
 Rasco Chubb, Light Armour Trader: I-5
 Rollo Boffin, Grocer: I-6
 Rollo Bunce: G-3
 Rollo Hemming, Guardian Trainer: C-6
 Rollo Newbuck: C-6
 Rory Primstone, Stable-master: G-3
 Rosie Cotton: G-5
 Ruby Hollowbanks: G-5
 Ruby Primstone: C-6
 Sancho Chubb, Provisioner: G-3
 Second Shirriff Bodo Bunce: C-6

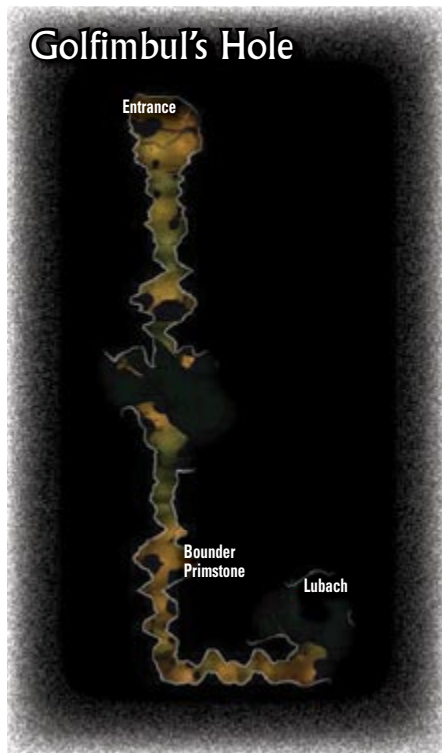
Shepherd Snowden, Lore-master Trainer: C-6
 Shirriff: E-5
 Shirriff Robin Smallburrow: E-5
 Shrew Burrows: D-6
 Skinner Grubb, Leather Worker: F-3
 Tala Handyman, Weapon Trader: G-3
 Tanner Bunce, Leather Worker: F-3
 Ted Sandyman: E-5
 Thain Paladin Took II: E-6
 Tom Cotton: G-5
 Ulfar, Supplier: B-3
 Wilcome Tunnely: H-3
 Wilimar Bolger: I-5
 Wistan Whitfoot, Notary: C-6
 Wolf: J-6
 Wydo Boffin: B-5







Golfimbul's Hole

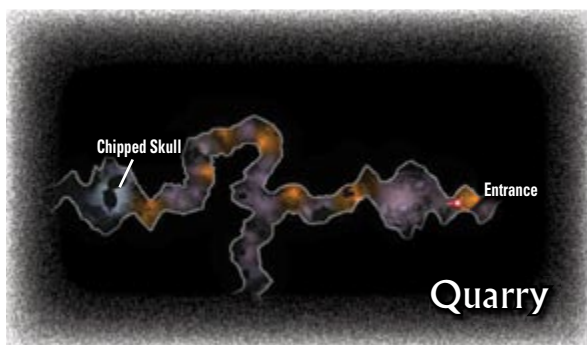


Hobbiton-Bywater



Green Hill Country





Michel Delving





Trollshaws



Type: Region

Levels: 35–45

Overview

The Trollshaws, with their craggy knolls and ominous ruins, epitomize the duality of the struggle between Middle-earth's forces of light and darkness. On the side of the Free Peoples, Rivendell—the Elves' greatest refuge and shining symbol of hope—bridges the rugged High Moor terrain and the impossibly steep Misty Mountains. Most of the area, however, has long been in Shadow, and wanderers will encounter everything from the malevolence of the Stone-trolls to the wights that control Nan Tornaeth to the taint of the Enemy in Minas Agor. Those heroes who make the journey to Rivendell must brace themselves against the dangers hidden in the rugged hills.

Map Highlights

Ford of Bruinen (G-5): Just as Frodo raced over the Ford on his escape to Rivendell, you, too, must cross the Bruinen river if you want to reach the house of Elrond. But you probably won't have a Black Rider on your tail. On your first trip through, take a guide—it's a long, winding journey up the mountains to the Gates of Imladris, and the wildlife is hungry. The High Moor is still filled with danger.

Giant Valley (I-6, J-6): Believe it or not, there are humanoids twice your height or more storming about this valley. Look for aid near Amon Nendir in the west; the closer you get to the Stonemere in the west, the more likely you are to attract unwanted attention from tough creatures that can wipe out a whole fellowship.

Rivendell (I-2, I-3, J-2, J-3, K-2, K-3): The roofs of one of Elvendom's last refuges in Middle-earth rise among the treetops here, at the base of the Misty Mountains. When you first enter the valley from on high, take a few moments to gaze upon its beauty. The members of the Fellowship dwell here among the Elves, and you'll want to visit the Last Homely House to speak with Bilbo Baggins and the house's master himself, Elrond.

Thorenhad (E-4, F-4): Elrond's sons have set up a base camp at the foot of Nan Tornaeth. Here you can restock your supplies and collect quests that will take you all across the Trollshaws. Remember that this is wilderness country; even a cautious approach to Thorenhad can attract the hostilities of neighbouring bears or trolls.



Mobs

Blighted mountain-bear: E-3, E-4, F-3
Blighted wood-troll (Elite): I-6
Blight worm: C-3, D-3, D-4, E-3, E-4
Buzzing moor-fly: G-6, H-5, H-6
Chittering darkclaw: I-6
Clawing rock-worm (Elite): I-6, J-5, J-6
Corcur blood-sworn: C-6, C-7, D-6, D-7
Corcur skirmisher: E-1, E-2, F-2
Corrupt darkclaw: C-6, C-7, D-5, D-6, D-7
Corrupt wood-troll (Elite): D-3, D-4, E-1, E-2
Curr-olog ancient (Elite): C-3, D-3, F-4
Curr-olog basher (Elite): C-3
Curr-olog hurler (Elite): C-3, C-6, C-7, D-3, D-6, D-7
Curr-olog mangler (Elite): C-3, D-3, F-4
Curr-olog murderer (Elite): E-3, E-4
Curr-olog scourge (Elite): C-6, C-7, D-6, D-7
Curr-olog slaughterer (Elite): E-3, E-4
Curr-olog thrower (Elite): I-6, I-7
Deadly blight-worm: E-3, E-4, F-3
Elder moor-stalker: F-3, F-4
Elder stonehoof: B-5, C-4, C-5
Fen-crawler binders: Ford
Flesh-gnawer lurker (Elite): D-2
Flesh-gnawer spider (Elite): D-2
Giant grey stonehoof: Giant Valley
Giant head-smasher (Elite): J-6
Giant rock-thrower (Elite): J-5, J-6
Giant stone-breaker (Elite): J-6
Great stonehoof: I-5, I-6
Gúrdring: F-2
High Moor badger: I-5
Hunting vile-filth (Elite): C-3, D-2, D-3
Maddened mountain-drake (Elite): I-6
Moor-fly hatcher: B-5, C-4, C-5
Moor-hunter: G-6, H-5, H-6
Moor-prowler: I-5
Moor-stalker: G-6, H-5, H-6
Moor-stalker scavenger: C-6, C-7, D-5, D-6, D-7, E-5, F-5, G-5

Mountain-bear: E-5, F-4, F-5, F-6, G-5
Mountain-bear protector: F-4, F-6, G-5
Mountain-bear whelp: F-4
Peat-crawler: E-1
Silent moor-stalker: F-4
Snow-mantle cow: C-6, C-7, D-5, D-6, D-7, E-5, F-5, G-5
Snow-mantle maverick: C-6, C-7, D-5, D-6, D-7, E-5, F-5, G-5
Spooked moor-stalker: F-4
Stinging moorfly: D-2, D-3, D-4
Stone-breaker (Elite): J-5
Stone-crawler devourer: E-1, E-2, F-2
Stone-troll blighter (Elite): F-3
Stone-troll brawler (Elite): C-3, D-2
Stone-troll chief (Elite): D-3
Stone-troll flesheater (Elite): F-4
Stone-troll hurler (Elite): F-4
Stone-troll lobber (Elite): C-3, D-2
Stone-troll sentinel (Elite): F-3
Strong snow-mantle (Elite): F-4
Swift crag-hawk: E-3, E-4, F-3
Trapdoor-spider (Elite): C-3, D-1, D-2, D-3, D-4
Trapdoor-spider queen (Elite): D-1
Twisted wood-troll (Elite): E-1, E-2
Undergrowth tanglers: G-5
Vicious mountain-bear: G-6, H-5, H-6
Vile corpse-rat: E-1, E-2, E-3, E-4, F-2
Wandering snow-mantle: F-4
Whiskerback digger: B-5, C-4, C-5
Whiskerback scavenger: B-5, C-4, C-5
Wight dread-warrior: E-1, E-2, F-2
Woodland Curr-olog (Elite): C-3, D-3, D-4
Writhing stone-crawler: E-5, F-5, F-6, G-5
Young snow-mantle: C-6, C-7, D-5, D-6, D-7

Quest NPCs

Alphlanc: B-5
Anhebir: J-3
Anornaneth: J-3
Aragorn: K-3

Arifael: I-6
Arrod: F-5
Barachen: C-5
Bilbo Baggins: K-3
Birrunnur Blacksteel: F-4
Boromir: J-3
Calenthon: F-2
Deluros: K-3
Elladan: F-4
Elrohir: F-4
Elrond: K-3
Faimir: K-3
Fathrem, Provisioner: F-4
Fileglin: J-3
Fimgris, Supplier: F-4
Frodo Baggins: K-3
Gandalf: K-3
Glorenilir: J-3
Glorfindel: K-3
Golhador: J-2
Gonediad: J-3
Grafin: K-3
Harry Wheelwright: I-3
Heithur Ironfist: C-5
Hemeldir: J-3
Legolas: K-3
Lindir: K-3
Malloval: F-2
Malthenor: J-2
Meriadoc Brandybuck: J-3
Narlinn: F-4
Onodrim: I-7
Peregrin Took: I-3
Ringhul: J-3
Rochwen: C-5
Salabdur: K-3
Samwise Gamgee: K-3
Toki Whitebeard: C-4





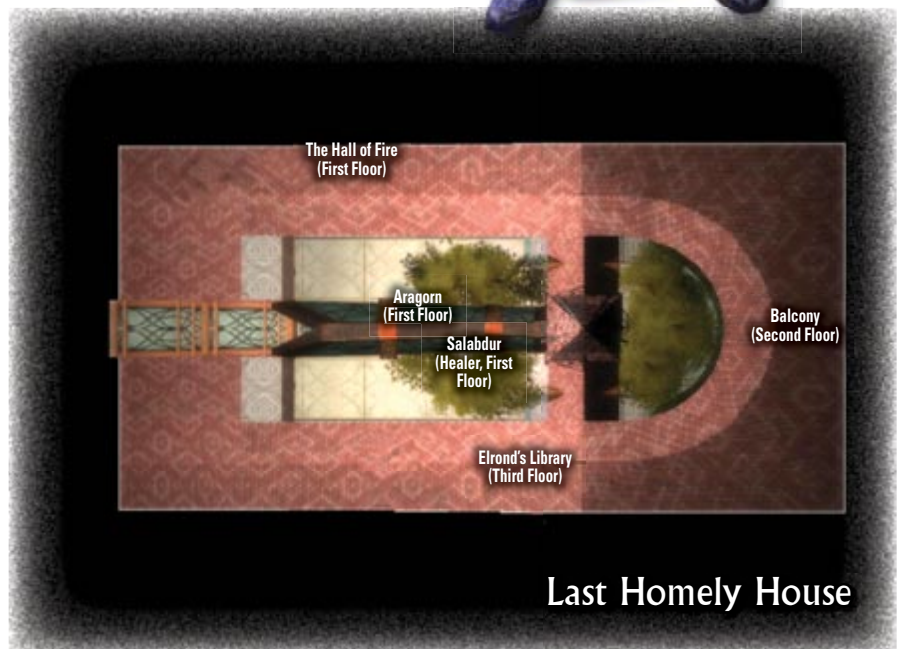
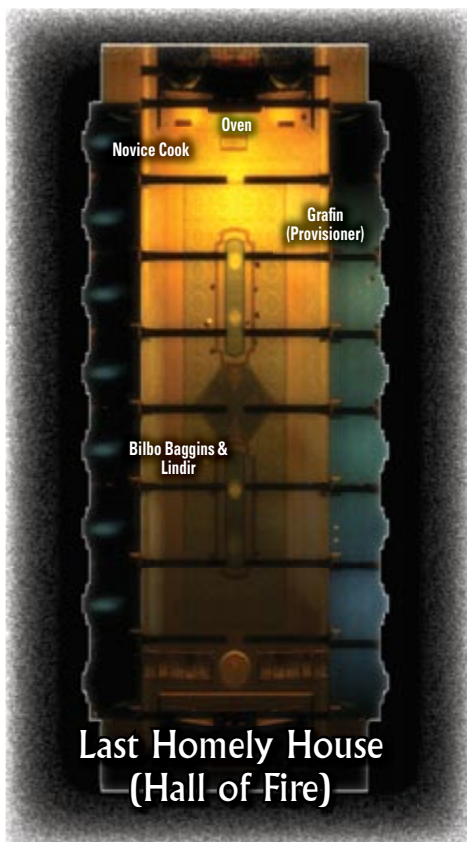
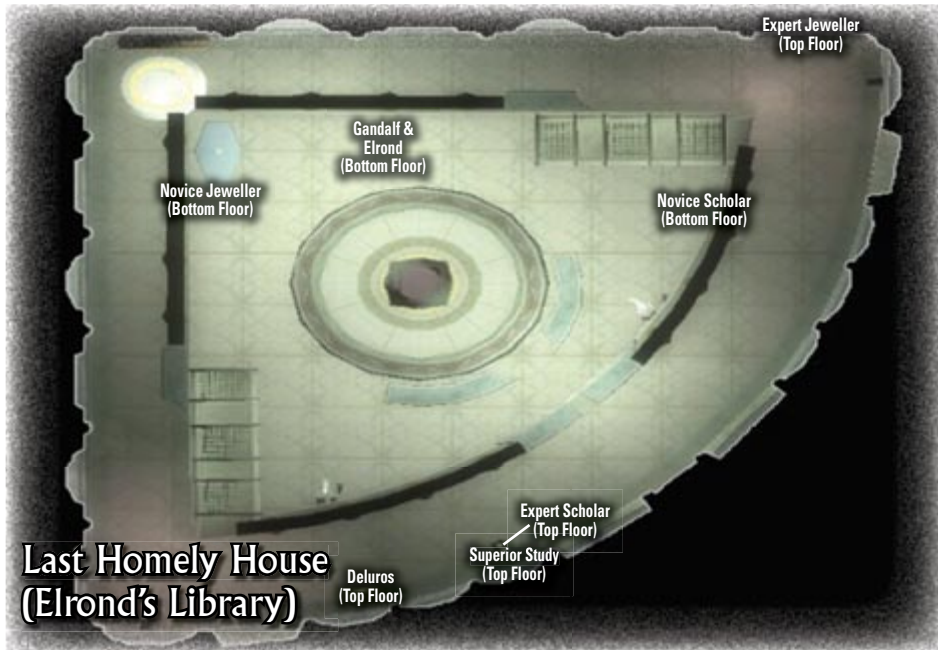


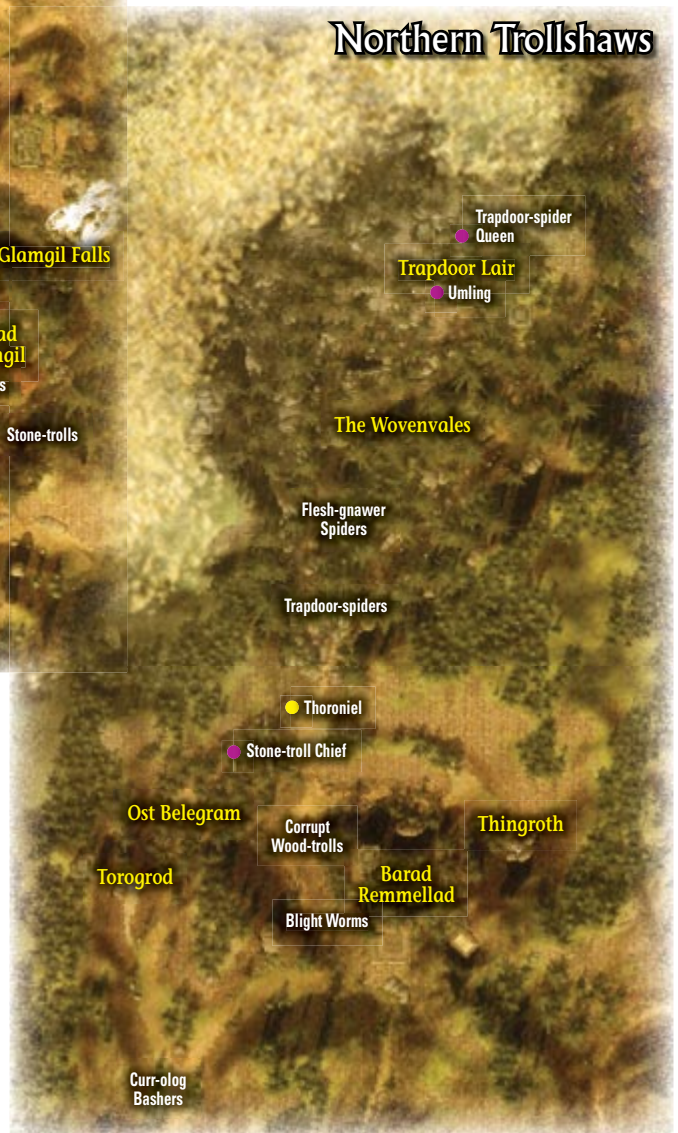
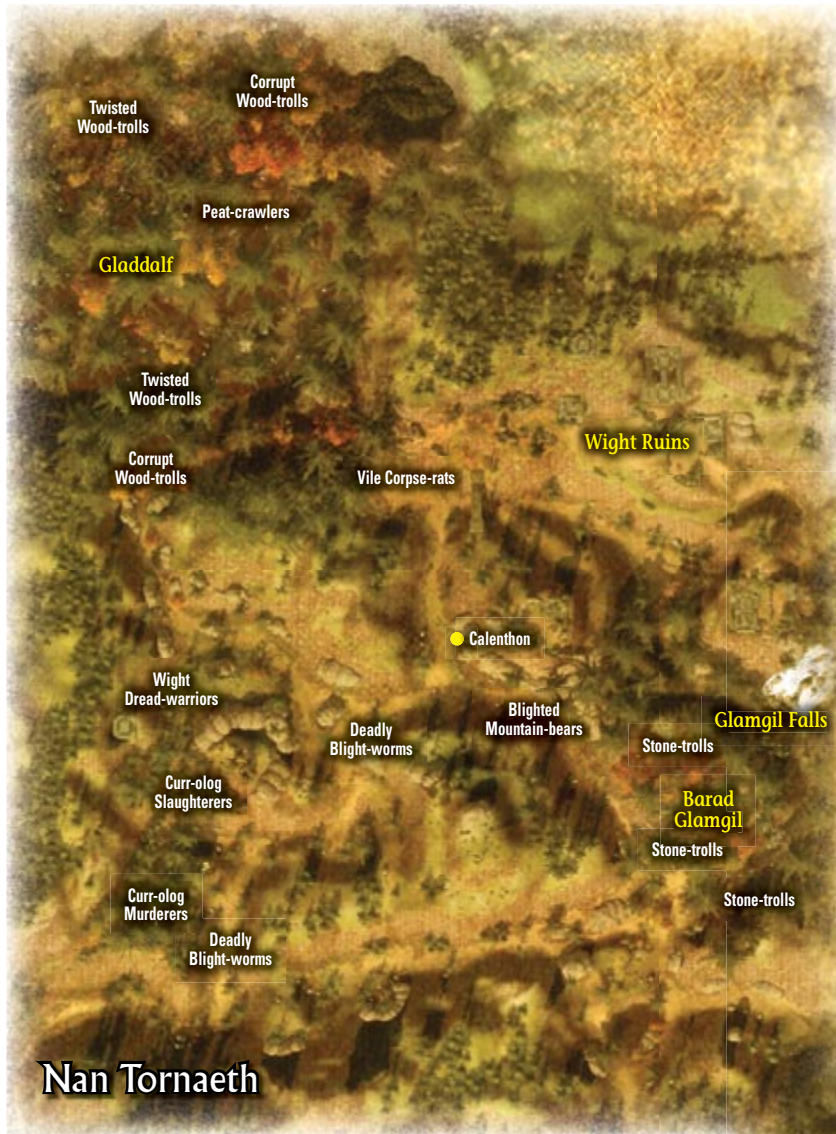
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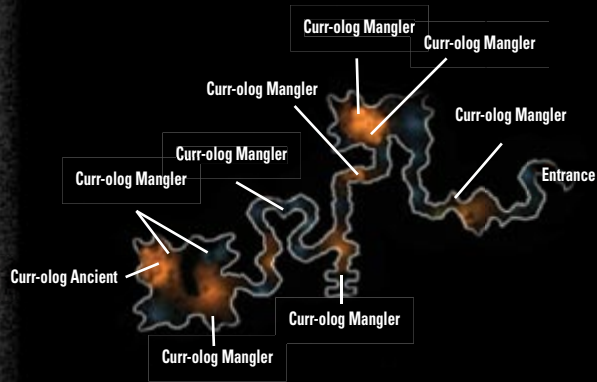
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Index

A

AC, defined, 21
Accuracy, 35, 36, 37, 52, 53, 54, 67, 68, 69, 83, 84, 99, 100, 101, 115, 116, 135, 136, 137
Add, defined, 21
Addle, 35
Adorable emotes, 18
Adso's Camp, 108
Advanced Combat Chart
 Burglar, 40
 Captain, 58
 Champion, 74
 Guardian, 89
 Hunter, 105
 Lore-master, 122
 Minstrel, 141
Adventuring in Middle-earth, 7–22
/advice command, 12
AFK, defined, 21
/afk command, 12
Agamaur, 247
Aggro, defined, 21
Agile Rejoinder, 100
Agility, 7
 Starting Burglar
 Characteristics, 31
 Starting Capatin
 Characteristics, 48
 Starting Champion
 Characteristics, 64
 Starting Guardian
 Characteristics, 79
 Starting Hunter
 Characteristics, 95
 Starting Lore-Master
 Characteristics, 112
 Starting Minstrel
 Characteristics, 131
Aim, 35, 43
Alagos Royal, 92
Alluring emotes, 18
Amarthigil, 144
Amber for Othrikar, 164
Ambidextrous, 37
Amon Raith, 25
Amon Ros, 248
Ancient Wisdom, 116, 117, 126
Angmar, 206–18
 Barad Gularan, 214
 Carm Dûm, 214
 Eriador, 207
 Farasch Lands, 215
 Gorothlad, 216
 Himbar, 216
 Imlad Balchorth, 216
 Malenhad, 217
 Mobs, 209–12
 Overview, 207
 Quest NPCs, 213
 Ram Duath, 218
 World Map of Middle-earth, 206
/angry command, 12

An Inspiration to Men, 61
Annundir, 260
Anthem of Compassion, 136
Anthem of the Free Peoples, 135, 137, 144
Anthem of the Istari, 145
Anthem of the Valar, 137, 144
Anthems, 133
AoE, defined, 21
Appearance, 6
Appraising Eye, 37
Aragorn, 26
Archet, 60, 223
Armaments, 53
Armour, 5, 8
Arrow Storm, 103
Articles of Command, 61
Articles of Cunning, 45
Articles of Discovery, 109
Articles of Harmony, 145
Articles of Mystery, 127
Articles of Valour, 77
Ash Wood, 157
At the Ready, 69
/auction command, 12
Auction Hall, 221
Auction hall, 20
Aughaire, 25, 208
/automove command, 12
/autotarget command, 12
Awareness of Body, 118
A Well-Ordered Mind, 126

B

Back, 8
Bag End, 27
Bail Boglakh, 208
Baino, 29, 32, 37, 44
Balanced Configuration, 15
Ballada, 133
Ballad of Balance, 131, 135, 137, 144
Ballad of Flame, 136
Ballad of Resonance, 131, 132, 134, 137, 144
Ballad of Steel, 132, 134, 137, 144
Ballad of Swiftess, 132, 134
Ballad of the Stout, 137
Ballad of Unshakeable Will, 132, 135
Ballad of Vigour, 131, 132, 134, 137, 144
Ballad of War, 132, 134
Ballads, 133
Ballard of Steel, 131
Barad Gularan, 214
Barathurin of Arnor, 110, 112, 117, 125
Barbed Arrow, 97, 102, 107
Barbed Fury, 102, 107
Bard's Arrow, 109
Barrow-downs, 27, 60, 224
Bash, 80, 82, 85, 88, 92
Battle Frenzy, 67, 72
Battle-hymn, 139
Battle Shout, 48, 50, 56, 57, 60
Beacon of Hope, 112, 114, 117, 120, 126
bear, 113
Bear Hug, 124
Beast-lore, 118, 126
/beckon command, 12
Befuddling emotes, 18
/beg command, 12
Beginner Combat Chart
 Burglar, 39
 Captain, 56
 Guardian, 88
 Hunter, 104
 Lore-master, 120
 Minstrel, 140
Belegir, 126
Beloved emotes, 18
Beneath Notice, 101
Benediction of the Raven, 120, 121
Berghelm, 60
The Best Defence, 93
Bilbo Baggins, 28
Bill Ferny, 28
Bindbole Wood, 265, 268
/bio command, 12
Black Riders, 28
Blackwold Camp, 223
A Blade of Renown, 76
Blade Storm, 65, 67, 69, 72
Blade Wall, 65, 66, 69, 73
Blinding Flash, 112, 115, 117, 121, 124, 126
Blindside, 98
Blitzkrieg Configuration, 15
Block, 52, 53, 68, 82, 83, 84, 135, 136, 137
Blocking, 80–81
Blood-Lust, 69
Blood of Númenor, 55
Boast, 68
Bolster Courage, 135, 137, 144
Bonuses, 4
Books of Lore, 116
Boot, defined, 21
/bored command, 12
Boromir, 26
/bow command, 12
Bow of the Righteous, 109
Bows, 67, 84, 97
Braced Against Defeat, 70
Bracing Attack, 65, 67, 69, 72, 73
Brandy Hills, 224
Brass Earring, 131
Brave Heart, 86
BRB, defined, 21
Breakfast Expert emotes, 19
Breastplate of the Nimrodel, 73
Bree, 27, 60, 76
Bree Countryside, 225
Bree-land, 218–27
 Archet, 223

Barrow-downs, 224
Blackwold Camp, 223
Brandy Hills, 224
Bree Countryside, 225
Brigand Cave, 223
Buckland, 226
Eastern Bree-fields, 224
Midgewater Marshes, 227
Mobs, 219–20
Northern Bree-fields, 226
Overview, 219, 221
Quest NPCs, 222
Quest NPC's, 220–21
Trainers, 222
Vendors, 222
Bree's South Gate, 93
Bree Vault, 221
Brigand Cave, 223
Brigand's Watch, 61
Bright Campfire, 100, 102, 107
Brockenborings, 24
Bronzed Staff, 117
Bruinen Gorges, 275
Brurle Pierson, 93
Brutal Strikes, 65, 66, 69, 72, 73
Buckland, 25, 219, 226
Buff, defined, 21
Bug, defined, 21
/bug command, 12
Burglar, 5, 29–44
 Characteristics, 31
 Class Quests, 44–45
 Combat, 38–41
 Gearing up, 32
 Leveling Guides, 42–43
 Races, 30
 Skills, 33–36
 Stats, 31
 Strengths, 30
 Traits, 37–38
 Weaknesses, 30
 Weapon & armour availability, 5
Burglar's Advantage, 32, 34, 42–43
A Burglar's Errand, 44
Burgle, 33, 35
Burning Embers, 112, 114, 117, 120, 121, 123, 124, 126

C

The Call of Precious Things, 158–60
Call of the Wild, 69
Call to Arms: Herald of Hope, 50, 53, 60
Call to Arms: Herald of Victory, 50, 53, 60
Call to Arms: Herald of War, 48, 50, 52, 60
Call to the Valar, 116, 126
Camouflage, 101
Camp, defined, 21
Captain, 6, 46–62
 Characteristics, 48
 Class Quests, 61

Combat, 56–59
 Gearing up, 48
 Leveling Guides, 60–61
 Races, 47
 Skills, 49–54
 Stats, 47
 Strengths, 47
 Traits, 54–55
 Weaknesses, 47
 Weapon & armour availability, 5
 Captain of War, 55
 Captain's Hope, 55
 Captain's Valour, 55
 Captain's Victory, 55
 Carm Dûm, 214
 Carnivore emotes, 19
 Catch a Breath, 83, 85, 91, 92
 Celegdall, 60
 Celondim, 24, 231
 Challenge, 84, 85, 88, 92
 Challenging Roar, 123
 Champion, 6, 63–77
 Characteristics, 64
 Class Quests, 76–77, 92–93
 Combat, 70–75
 Gearing Up, 64–65
 Leveling Guides, 70–77
 Races, 64
 Skills, 65–69
 Stats, 64
 Strengths, 63
 Traits, 69–70
 Weaknesses, 63–64
 Weapon & armour availability, 5
 Champion's Challenge, 68
 A Champion's Courage, 77
 /change name command, 12
 /channellfg command, 12
 Character
 Creation, 4–6
 Journal, 7
 Characteristics
 Burglar, 31
 Captain, 48
 Champion, 64
 Guardian, 78
 Hunter, 94
 Lore-master, 112
 Minstrel, 129
 Charity, 9
 /cheer command, 12, 34
 Chest, 8
 Chisk of the Harfoots, 128, 131, 137, 144
 Clarinet Use, 34, 98, 114, 134
 Classes, 5–6
 Class Quests
 Burglar, 44–45
 Captain, 61
 Champion, 76–77, 92–93
 Guardian, 92
 Hunter, 108–9
 Lore-master, 126–28
 Minstrel, 144–45
 Class Traits. see Traits
 Cleave, 67, 69, 73
 Clever Devices, 35

Cloak, 48, 65, 80, 112
 Clobber, 68, 73
 Cloth Helmet, 112
 Cobber, 72
 Combat, 15–17
 Hunter, 103–7
 Combat Charts
 Burglar, 38–41
 Captain, 56–59
 Champion, 70–75
 Guardian, 88–90
 Hunter, 104–6
 Lore-master, 120–25
 Minstrel, 140–42
 Combe, 25, 60
 Combe Gate, 76
 Command: Focus, 54
 Command: On Guard, 50, 52, 57
 Command: Relentless Attack, 50, 53, 57, 60
 Command: Respect, 54
 commands, 12–13
 Common, 7
 Compassionate, 9
 Confidence, 9
 configurations, 15
 /confused command, 12
 Fellowship Maneuvers, 17
 Control Configuration, 15
 Controlled Breathing, 86
 Cook, 147–51
 Copper Armband of Stamina, 48, 80, 112
 /cough command, 12
 /cower command, 12
 Cracked Earth, 116, 117, 124, 126
 Crafting, 146–205
 about, 146–47
 Cook, 147–51
 Farmer, 151–56
 Forester, 156–57
 Jeweller, 157–63
 Metalsmith, 163–81
 Prospector, 181–82
 Scholar, 182–85
 Tailor, 186–93
 Weaponsmith, 193–202
 Woodworker, 202–5
 Crafting slot, 8
 /crazy command, 12
 Creep, defined, 21
 Critical, 35, 36, 51, 52, 67, 68, 83, 84, 85, 98, 100, 101, 115, 116, 135, 136
 Critical Chance
 Starting Guardian
 Characteristics, 79
 Starting Hunter
 Characteristics, 95
 Starting Lore-Master
 Characteristics, 112
 Critical Hit Chance
 Starting Burglar
 Characteristics, 31
 Starting Capatin
 Characteristics, 48
 Starting Champion
 Characteristics, 64

Starting Minstrel
 Characteristics, 131
 Critical Rank, 136
 Crossbows, 84, 97, 100
 /cry command, 12
 Cry of the Chorus, 136, 137, 144
 Cry of the Predator, 99
 Cry of the Valar, 131, 135, 137, 144
 Cry of Vengeance, 50, 53, 60
 Crystal Earring, 65, 80
 Cuff of Khazad-dum, 107
 Cunning Attack, 32, 34, 42
 Cunning Wound, 37
 Cure Fear, 136
 Cure Poison, 33, 36
 Customization screen, 6
 Cutting Attack, 49, 51, 56, 57
 CYA, defined, 21

D

Daggers, 34, 50, 97, 134, 137
 /dance command, 12
 Dâr-gazag, 241
 DD, defined, 21
 Deadly Precision, 102
 Deadly Strikes, 65, 69, 70, 73
 Death's Edge, 73
 Debuff, defined, 21
 Deed Log, 9–11
 Deep Breath, 84, 92
 Deep Concentration, 103
 Deep Lore, 117
 Deep Strikes, 70
 Defeat, 20
 Defensive Expertise, 80, 85, 86, 92
 Defensive Strike, 48, 50, 56, 60
 Defiance, 55
 Deftfingers, 126
 Del, defined, 21
 Desperate Flight, 99
 Determination, 9
 Devastating Blow, 48, 49, 51, 56, 57, 60
 Ding, defined, 21
 Dire Need, 68
 Disabling Attack, 38
 Discipline, 9
 Disease, 7
 Diversion, 35
 Doggers, 34, 66
 Dolamath, 107
 Dol Dinan, 257, 260
 Double-edged Strike, 36, 43
 Dourhand Dwarves, 61
 DPS, defined, 21
 Drake Wing Vest, 117
 Drauglad, 275
 Dread, 20
 defined, 21
 /drink command, 12
 Dual Wielding, 35, 65, 66, 100
 /duel command, 12
 Duillond, 24, 229, 231
 Dull emotes, 18
 Dûnedon-learning, 118
 /dustoff command, 12
 Dwarf, Racial Deeds, 10

E

Eagle-friend, 128
 Earrings, 8
 South Bree, 25
 Eastern Bree-fields, 224
 Eastern Bruinen, 254
 Eastern Shire, 268
 /eat command, 12
 /e command, 12
 Elf, Racial Deeds, 10
 Elrond, 28
 Elrond's Library, 278
 Elven Gloves, 117
 /emote command, 12
 /emotelist command, 12
 Emotes
 defined, 21
 descriptions, 18–19
 Empathy, 9
 Enduring Precision, 103, 107
 Enlivening Grace, 135
 Enmity of the Dead, race traits, 10
 Enmity of the Dourhands,
 race traits, 10
 Enmity of the Drakes, race traits, 10
 Enmity of the Goblins, race traits, 10
 Enmity of the Hill-men,
 race traits, 11
 Enmity of the Orcs, race traits, 10
 Enmity of the Spiders, race traits, 10
 Enmity of the Trolls, race traits, 10
 Enmity of the Wargs,
 race traits, 10–11
 Enmity of the Wolves, race traits, 10
 Enraged Strike, 56
 Equipment, 8
 Ered Luin, 229–35
 Celondim, 231
 Duillond, 231
 Gondamon, 232
 Haudh Lin, 232
 Kheledûl, 233
 Limaël's Vineyard, 233
 Low Lands, 233
 Mirkstone Tunnels, 234
 Mobs, 230
 Orodost, 233
 Overview, 229
 Quest NPCs, 230
 Rath Teraig, 234
 Refuge of Edhelion, 234
 Skorgim's Tomb, 235
 Thorin's Gate and
 Surroundings, 235, 236
 Thorin's Hall, 235
 Eriador, 207
 Escape from Corruption, 62
 Escape from Darkness, 50, 53
 Esteldin, 25, 257, 260
 Ettenmoors, 237–44
 Dâr-gazag, 241
 Glân Vraig, 239
 Gransfoot, 239
 Grimwood Lumber Camp, 240
 Grothum, 243
 Hoarhallow, 243
 Isendeep, 240
 Lugazag tower, 242



Mobs, 238
 Ost Ringdyr, 241
 Overview, 237
 Quest NPCs, 238
 Tirith Rhaw, 242
 Tol Ascarnen, 244
 Evade, 34, 35, 36, 52, 53, 66, 67, 68, 69, 83, 84, 98, 99, 100, 101, 115, 116, 134, 136, 137
 Exchange of Blows, 66, 69, 72, 73
 Expert Attacks, 55, 57, 60
 Exploit Opening, 32, 33, 35
 Explorers, 38
 EXP/XP/EP, defined, 21
 Eye of the Storm, 70

F

/faint command, 12
 Fair Sherman, 76
 Farasch Lands, 215
 Farmer, 151–56
 Farmer Maggot, 28
 Fast Draw, 102, 103, 107
 Fate, 7
 Starting Burglar
 Characteristics, 31
 Starting Capatin
 Characteristics, 48
 Starting Champion
 Characteristics, 64
 Starting Guardian
 Characteristics, 79
 Starting Hunter
 Characteristics, 95

 Starting Lore-Master
 Characteristics, 112
 Starting Minstrel
 Characteristics, 131

Fear, 7
 Fear No Darkness, 55
 Feet, 8
 Fellowship, defined, 21
 Fellowship Combat Chart
 Burglar, 41
 Captain, 59
 Champion, 75
 Guardian, 90
 Hunter, 106
 Lore-master, 125
 Minstrel, 142
 Fellowship Maneuvers, 17
 Fellowship Play, 14–15
 Fellowship's heart, 145
 Fervent Rage, 70
 Fervour, 65, 66, 69, 72, 73
 Fidelity, 9
 Fields of Fornost, 261
 Fighting Dirty, 68
 The Final Word, 93
 Find Footing, 36, 43
 Find the Path, 99, 102, 107
 The Finest Melody is
 Understanding, 145
 Fire, 7
 Fire-breather emotes, 18

Fire-Lore, 112, 114, 117, 120, 121, 126
 Flame of Anor, 117, 118, 126
 /flex command, 12
 /flirt command, 12
 Flurry, 66, 72
 Flurry of Blows, 70
 Flute Use, 134
 Focus, 98, 102, 107
 Focused Eye, 38
 Focused Performance, 138
 Focused Strikes, 55
 /follow command, 12
 Ford of Bruinen, 27, 273, 275
 Forearm, 8
 Forester, 156–57
 Fornost, 257
 Forsaken Inn, 25, 245, 248
 Fortitude, 9
 Freep, defined, 21
 /friend add command, 12
 /friend list command, 12
 Friend of Bears, 112, 115, 117, 123, 124, 126
 /friend remove command, 12
 Frodo, 26

G

Gabilazan, 255
 Gaelanthir, 60
 Gandalf, 26
 Gank, defined, 21
 Garth Agarwen, 248
 Gauntlets of Barahir, 73
 Giant Halls, 255
 Giant Valley, 273, 276
 Gimli, 26
 Glán Vraig, 25, 237, 239
 Gleaming Red Garnet Ring, 65
 GLF, defined, 21
 Glóin's Camp, 253
 Glorfindel, 28
 Glorious Anthem, 139
 Glossary, 21–22
 Glove, 8
 GM, defined, 21
 Goblin Ruins, 249
 Gold Armband of Pain, 144
 Golfimbul's Hole, 269
 Gollos, 73
 Gondamon, 24, 232
 Gorohtlad, 216
 Graceful Demeanour, 138
 Graceful Draw, 102
 Gramsfoot, 237
 Gransfoot, 239
 Greenfields, 270
 Green Hill Country, 265, 269
 The Greenway, 264
 Greenwood Cloak, 107
 Grim Challenge, 86
 Grimwood Lumber Camp, 240
 Grothum, 243
 GTG, defined, 21
 Guardian, 6, 57, 78–93
 Characteristics, 78

Class Quests, 92
 Combat, 87–93
 Gearing Up, 80
 Leveling Guides, 87–93
 Races, 79
 Skills, 82–85
 Stats, 79
 Strengths, 78–79
 Traits, 86–87
 Weaknesses, 78–79
 Weapon & armour availability, 5
 Guardian Hilton Harper, 61
 Guardian's Defence, 82, 91
 A Guardian's Duty, 93
 Guardian's Parry, 83, 91
 Guardian's Pledge, 83, 92
 Guardian's Promise, 85
 Guardian's Ward, 80, 82, 85, 86, 91, 92
 Guide to Bree, 101, 107
 Guide to Esteldin, 107
 Guide to Rivendell, 101, 107
 Guide to Thorin's Hall, 100, 107
 Gust of Wind, 115, 121, 123, 124
 Gytha Lainey, 108

H

Halberd, 52
 Hall of Arrows, 103
 Hall of Fire, 278
 Hamstring, 68
 /handstand command, 12
 Hand Wrought Traps, 99
 Haragmar, 249
 Harassed emotes, 18
 Harasser, 86
 Hardy bear, 117, 118, 126
 Harloeg, 250
 Harmonious Melody, 137, 138, 144
 Harmony with Nature, 118, 126
 Harp Use, 134
 Hat of the Rangers, 144
 Haudh Lin, 232
 Hazel Kenton, 61
 Head, 8
 Healer, 118
 The Heart of the Wood, 202–3
 Heat of Battle, 86
 Heavy Armour, 53, 57, 67, 83
 Heavy Shields, 83
 Heavy Shield Use, 70, 73
 Hedge, 68
 Heightened Senses, 102, 107
 Helegrod, 253, 254
 Helm of Thrandull, 73
 Helpful emotes, 18
 Heralds, 49
 Herald's Hammer, 137, 138, 144
 Herald's Strike, 131, 132, 134, 137, 144
 Herb-lore, 116, 126
 Hero emotes, 19
 Herolded Saviour, 139
 Hidden Dagger, 38
 Hide in Plain Sight, 36, 43
 High Crag, 256

High Moor, 276
 Himbar, 216
 Hoarhallow, 238, 243
 Hobbit, Racial Deeds, 10
 Hobbiton, 24, 27, 265
 Hobbiton-Bywater, 269
 Honor, 9
 Hope, 20
 defined, 21
 Horns of Valour, 67
 Horn Use, 51, 66, 82, 134
 Horse Travel Routes, 24–25
 /hug command, 12
 Hunter, 6, 94–109
 Characteristics, 94
 Class Quests, 108–9
 Combat, 103–7
 Gearing Up, 95
 Leveling Guides, 103–9
 Races, 95
 Skills, 96–101
 Stats, 95
 Strengths, 94–95
 Traits, 102–3
 Weaknesses, 94–95
 Weapon & armour availability, 5
 A Hunter's Charge, 108
 Hunter's Path, 108
 Hunting Lodge, 60

I

Idealism, 9
 Ideal Professions
 Burglar, 38
 Guardian, 87
 Ideal Vocations
 Captain, 55
 Champion, 70
 Hunter, 103
 Lore-master, 118
 Minstrel, 139
 /ignore command, 12
 I/K, defined, 21
 IMHO, defined, 21
 Imlad Balchorth, 216
 /impatient command, 12
 Implements of Daring, 77
 Implements of Knowledge, 127, 128
 Implements of Song, 145
 Implements of the Hunter, 109
 Implements of the Night, 45
 Implements of War, 61, 62
 Improved Range, 97
 In Defence of Middle-Earth, 61, 62
 The Indomitable emotes, 19
 Infuriating emotes, 19
 In Harm's Way, 50, 54
 Inner Flame, 115
 Innocence, 9
 Inspire Fellows, 132, 135
 Insulted emotes, 19
 Intent Concentration, 100, 102, 107
 Intimidating emotes, 19
 Intimidating Shout, 55
 /invite command, 12
 Isendeep, 240

J

Jarl Copperbrace, 61
Jaybee of Rohan, 78, 80, 85, 92
Jeweller, 157–63
Juggler emotes, 19
Just, 10

K

Kheledûl, 229, 233
Kingsfell, 262
Kinship, 18–19
/kiss command, 12
Kiting, defined, 21
/kneel command, 12
Knowledge of the Past, 118

L

Lag, defined, 21
Laingarab, 126
Last Homely House, 278
Last Stand, 50, 53
/laugh command, 12
Laugzok, 108
Lay of the Hammerhand, 137
Leaf-Walker, 38
Leather Gloves, 32, 69, 85, 102, 137
Leather Leggings, 102
Lebethron Wood, 157
Leechcraft, 115
Legendary, traits by level, 9
Leggins of Mirkwood, 144
Legolas, 26
Lehmä-Koti, 208
A Lesson From Boromir, 61, 62
A Lesson From Legolas, 109
A Lesson From Lindir, 145
A Lesson From Lord Elrond, 128
Leveling, 11
Leveling Guides
 Burglar, 42–43
 Captain, 60–61
 Champion, 70–77
 Guardian, 87–93
 Hunter, 103–9
 Lore-master, 119–27
 Minstrel, 139–43
LFG, defined, 21
/lfg command, 12
/liedown command, 12
Life-singer, 138

Light Armour, 34, 50, 66, 97,
 114, 134
Light Armour, 34
Lightfoot, 144
Light in the Dark, 138
Light of Hope, 117
Light of the Rising Dawn, 115, 117,
 123, 124, 126
Limaël's Vineyard, 233
/localtime command, 12
/location command, 12
/loc command, 12
LOL, defined, 21
Lomrandir, 107

Lone-lands, 60, 245–51
 Agamaur, 247
 Amon Ros, 248
 Garth Agarwen, 248
 Goblin Ruins, 248
 Haragmar, 249
 Harloeg, 250
 Mithernost, 248
 Mobs, 246
 Naerost, 249
 Ost Cyn, 250
 Ost Guruth, 251
 Overview, 245
 Quest NPCs, 246–47
 Weathertop, 251
Longsword, 85
/look command, 12
Loot, defined, 21
Lorbar, 253
Lore-master, 6, 110–28
 Characteristics, 112
 Class Quests, 126–28
 Combat, 119–25
 Gearing Up, 112
 Leveling Guides, 119–27
 Pets, 113
 Races, 111
 Skills, 112–16
 Stats, 111
 Strengths, 111
 Traits, 117–18
 Weaknesses, 111
 Weapon & armour availability, 5
A Lore-master's Will, 127
Low Cut, 99
Low Lands, 233
Loyalty, 10, 55
Luchereg, 60
Lugazag tower, 242
Lute Use, 34, 66, 98, 114, 134
LVL, defined, 21

M

MA, defined, 21
Magic Adept, 118
Magic Items, 32
Make Haste, 49, 51
Malenhad, 217
Man, Racial Deeds, 10–11
March of the Ents, 128
The Marish, 272
Master of Beasts, 117
Master of the Staff, 112, 117, 126
Max Morale, 61
Medium Armour, 35, 50, 66, 98, 137
Medium Armour Use, 131, 144
Medium Armour-use, 138
Melee weapon, 8
Mellonor's Elf-Stone, 92
Meluinen, 262
Merciful, 10
Merciful Shot, 101, 102, 107
Merciful Strike, 68
Meriadoc Brandybuck, 27
Merry, 27
Metalsmith, 163–81

Mez, defined, 21
Michel Delving, 24, 265, 271
Michievous Glee, 35, 43
Middle-earth, 26–28
Midgewater Marshes, 219, 227
Midsummer's Eve, 126
Might, 7
 Starting Burglar
 Characteristics, 31
 Starting Capatin
 Characteristics, 48
 Starting Champion
 Characteristics, 64
 Starting Guardian
 Characteristics, 79
 Starting Hunter
 Characteristics, 95
 Starting Lore-Master
 Characteristics, 112
 Starting Minstrel
 Characteristics, 131
Minas Eriol, 245
Minimap, 19
Minstrel, 6, 129–45
 Characteristics, 129
 Class Quests, 144–45
 Combat, 139–43
 Gearing Up, 131
 Leveling Guides, 139–43
 Races, 130
 Skills, 132–37
 Stats, 130–31
 Strengths, 130
 Traits, 138–39
 Weaknesses, 130
 Weapon & armour availability, 5
Mirkstone Tunnels, 234
Mistur of Rivendell, 94, 96, 101, 107
Misty Mountains, 27, 252–56
 Eastern Bruinen, 254
 Gabilazan, 255
 Giant Halls, 255
 Helegrod, 254
 High Crag, 256
 Mobs, 253
 Northern Bruinen, 256
 Overview, 252
 Quest NPC's, 253
 Western Bruinen, 256
Mithernost, 248
Mithranc, 60
Mobs
 Angmar, 209–12
 Bree-land, 219–20
 defined, 21
 Ered Luin, 230
 Ettenmoors, 238
 Lone-lands, 246
 Misty Mountains, 253
 North Downs, 258–59
 The Shire, 266
 Trollshaws, 274
/mock command, 12
Mood, defined, 21
Morale, 8
 Starting Burglar
 Characteristics, 31

Starting Capatin
 Characteristics, 48
Starting Champion
 Characteristics, 64
Starting Guardian
 Characteristics, 79
Starting Hunter
 Characteristics, 95
Starting Lore-Master
 Characteristics, 112
Starting Minstrel
 Characteristics, 131
Morley the Fierce, 76
Mosal-ruk, 77
Motivating Speech, 50, 52, 57, 60
/mourn command, 12
MP, defined, 22
MT, defined, 22
Muster Courage, 50, 52

N

Naerost, 249
Names, 6
Nan Tornaeth, 279
Nan Wathren, 263
Naughty emotes, 19
Necklace, 8
Needful Haste, 101
Needlehole, 24
Nerf, defined, 22
Newbie, defined, 22
Noble Cause, 135
Noble Mark, 52
Noble Savage, 128
The Noblest Path is Service, 61
/no command, 12
North Downs, 23, 60, 257–64
 Annundir, 260
 Dol Dinen, 259
 Esteldín, 260
 Fields of Fornost, 261
 The Greenway, 264
 Kingsfell, 262
 Meluinen, 262
 Mobs, 258–59
 Nan Wathren, 263
 Othrikar, 263
 Overview, 257
 Quest NPCs, 259
 Rhenenlad, 264
 Trestlebridge, 264
Northern Bree-fields, 226
Northern Bruinen, 256
Northern Trollshaws, 279
Now for Wrath, 55
NPC, 60
 defined, 22
Nuke, defined, 22
Nurath, 280

O

Oathbreaker's Shame, 62
Old Forest, 27, 60, 219, 228
Old Man Willow, 28
OMW, defined, 22
One-Handed Axes, 51, 66, 69, 97



One-Handed Clubs, 51, 66, 99, 131, 134
One-Handed Hammers, 51, 66, 99
One-Handed Maces, 34, 51, 66, 99
One-Handed Swords, 34, 51, 66, 98, 134
On the Move, 109
OOC, defined, 22
/ooc command, 12
Opportunist, 38
Orcs, 77
Origin, 6
Orodost, 233
Ost Baranor, 219
Ost Cynr, 77, 250
Ost Durgonn, 280
Ost Guruth, 25, 77, 245, 251
Ost Ringdyr, 241
Oswin Leek, 93
Othlos, 92
Othrikar, 25, 61, 263
Out in the Woods, 156–57
Overwhelm, 80, 82, 85, 91, 92
Overwhelming Odds, 38

P

Parry, 34, 35, 36, 37, 52, 53, 54, 66, 67, 68, 69, 82, 83, 84, 85, 98, 99, 100, 101, 115, 116, 135, 136
Parrying, 81
Passage of Foes, 100, 102, 107
Passage of Nature, 99
Passage of Shadow, 101
The Path of Learning, 183–84
Patience, 10, 69, 73
PC, defined, 22
Pendtheryn, 107
Penetrating Shot, 98, 102, 107
Perplexing Riddle, 38
Pet, defined, 22
/pet command, 12
Pets, Lore-master, 113
/pick command, 12
Pie Maven emotes, 19
Piercing Cry, 131, 132, 134, 137, 144
Pinnath Fenul, 253
Pippin, 27
Players vs. Monsters, 17–18
Pocket item, 8
/point command, 12
Poison, 7
Pop, defined, 22
/pose command, 12
Power, 8
Starting Burglar
Characteristics, 31
Starting Capatin
Characteristics, 48
Starting Champion
Characteristics, 64
Starting Guardian
Characteristics, 79
Starting Hunter
Characteristics, 95
Starting Lore-Master
Characteristics, 112

Starting Minstrel
Characteristics, 131
Power and Wisdom, 117
Powerful Voice, 138
Power of Knowledge, 114, 121
Prancing Pony, 27
Pressing Attack, 48, 49, 52, 56, 57, 60
Proof against All Ills, 118
Prospector, 181–82
Protection, 84
Provoke, 36
PST, defined, 22
PUG, defined, 22
Pull, defined, 22
Purge Poison, 99
/pushups command, 12
PvMP, defined, 22
PvP, defined, 22
PWN, defined, 22

Q

Quarry, 270
Quest Log, 23
Quest NPCs
Angmar, 213
Bree-land, 220–21, 222
Ered Luin, 230
Ettenmoors, 238
Lone-lands, 246–47
Misty Mountains, 253
North Downs, 259
The Shire, 266–67
Trollshaws, 274
Quests, 11–13
Quickness, 85, 86, 92
Quick Shot, 98, 102, 107
Quick Stroke, 107

R

Races
about, 4–5
Burglar, 30
Captain, 47
Champion, 64
Guardian, 79
Hunter, 95
Lore-master, 111
Minstrel, 130
Racial Deeds, 10–11
/ra command, 12
Radagast, 28
/raid command, 13
Rain of Arrows, 100, 102, 107
Rain of Thorns, 109
Raise the Spirit, 131, 132, 134, 137, 144
Rally!, 145
Rallying Cry, 48, 51, 56, 57, 60
Rally Point, defined, 22
Ram Duath, 218
Ranged Evade, 98, 99, 100
Ranged weapon, 8
Rapid Recovery, 102
Rath Teraig, 229, 234

Raven, 113
Raven-Lore, 114, 120
/r command, 12
Reactive Block, 86
Ready and Able, 36, 43
Refuge of Edhelion, 234
Region, defined, 21
Regions, 23
Relentless Strike, 67, 69, 73
Renewed Voice, 55, 57, 60
/reply command, 13
Resistances, 7
Retaliation, 80, 82, 85, 92
/retell command, 13
Revealing Mark, 50, 53, 60
Reveal Weakness, 36, 43
Rhenenlad, 264
Riddle, 34, 43
Ridiculed emotes, 18
Rings, 8
Rivendell, 25, 27, 273, 277
/roar command, 13
Roaring Challenge, 123
Robes of Ithilnath, 126
ROFL, defined, 22
Root, defined, 22
Routing Cry, 49, 52, 57
Rowan Wood, 156
RPG, defined, 22
Ruby Ring, 69
/rude command, 13
Runic Use, 67
Rusfold, 257
Rushock Bog, 270

S

/sad command, 13
/salute command, 13
Sam, 27
Savage Strikes, 65, 66, 69, 72, 73
/say command, 13
Scaled Helmet, 32, 48, 85
Scale Leggings, 69, 85
Scholar, 182–85
/scold command, 13
Scourging Blow, 98
/scratch command, 13
Selfless Defence, 87
Set Trap, 98, 102, 107
Severin Wheeler, 93
Shadow, 7
/shakefist command, 13
Share the Power, 116
Sharkey, 28
Shatter Arms, 123, 124
Shield, 8, 52, 67, 85
A Shield Against Adversity, 93
Shield Bash, 91
Shield Blow, 80, 82, 85, 88, 91, 92
A Shield-Maiden's Song, 93
Shield of the Dúnedain, 62
Shields, 135
Shield Spike Use, 83
Shield Swipe, 80, 82, 85, 88, 91, 92
Shield Taunt, 84, 85, 88, 92

The Shire, 265–72
Bindbole Wood, 268
Eastern Shire, 268
Greenfields, 270
Green Hill Country, 269
Hobbiton-Bywater, 269
The Marish, 272
Michel Delving, 271
Mobs, 266
Overview, 265
Quest NPCs, 266–67
Rushock Bog, 270
Shoes of Mirkwood, 107
Shoot, 67, 69, 73, 84, 85, 92
Shoulder pads, 8
Shoulders of Gondolin, 92
/shout command, 13
/shrug command, 13
Side-step, 38
/sigh command, 13
Sign of Power: Command, 114, 120, 121, 123, 124
Sign of Power: Istari, 124
Sign of Power: Righteousness, 116
Sign of Power: Vigilance, 116
Sign of Power: Wizardry, 115
Sign of the Wild: Protection, 114, 121, 123
Sign of the Wild: Rage, 112, 115, 117, 121, 123, 126
Silver Deep Mine, 236
Silver Locket, 69, 117
Silver Necklace of Fate, 48, 131
Silver Ring, 85, 102, 117, 137
Silver Tounge, 138
/sit command, 13
Skathmúr, 208
Skills, 9
Burglar, 33–36
Captain, 49–54
Champion, 65–69
Guardian, 82–85
Hunter, 96–101
Lore-master, 112–16
Minstrel, 132–37
Skorgrim's Tomb, 235
Slade Ransford, 77
/smoke command, 13
Smooth Voice, 138
Sneak, 33, 34, 42
Social Deeds, 18–19
Solo Play, 13–14
A Song for the Company, 144
Song of Aid, 136, 137, 144
Song of Distraction, 136
Song of Restoration, 135
Song of Soothing, 136
Song of The Dead, 135
Song of the Hopeful Heart, 145
Sound the Attack, 68, 73
Southern Trollshaws, 280
Spam, defined, 22
Spawn Point, defined, 22
Spear, 52, 67, 82, 100
Specialized Equipment, 34
Sprint, 68, 69, 73

Staff, 112
 Staff Strike, 112, 114, 117, 121, 123, 124, 126
 Stalwart, 70
 Stamp, 84
 Stance: Endurance, 100
 Stance: Precision, 99
 Stance: Strength, 98, 102, 107
 Stannafl, 60
 Star Earring, 69, 117
 Startling Twist, 35
 Stats, 7–8
 Burglar, 31
 Captain, 47
 Champion, 64
 Guardian, 79
 Hunter, 95
 Lore-master, 111
 Minstrel, 130–31
 Stealth, 33
 Stealthy Shot, 103
 Still As Death, 137, 144
 Sting, 82
 Stinging Blow, 87
 Stock, 24
 Stoic, 85, 86, 87, 92
 Stone-Trolls' Glade, 27
 Stoutwall, 92
 The Strength of the Smith, 194
 Strength of Voice, 138, 144
 Strengths
 Burglar, 30
 Captain, 47
 Champion, 63
 Guardian, 78–79
 Hunter, 94–95
 Lore-master, 111
 Minstrel, 130
 Strike from Shadow, 38
 Strong Draw, 102
 Strong Lungs, 86, 87, 92
 Strong Voice, 55, 60
 Sturdy Traps, 102
 Subtle Command, 55, 60
 Subtle Movements, 139
 Subtly of Wisdom, 118
 Subtle Stab, 32, 34, 42
 Sudden Defence, 67, 72
 Summoning Horn Use, 54
 Surprise Attack, 32
 Surprise Strike, 34, 42
 /surrender command, 13
 Sweeping Cut, 80, 82, 85, 91, 92
 Swift and Subtle, 38
 Swift and True, 102
 Swift Bear Knife of Fate, 32
 Swift Bow, 98, 102, 107
 The Swiftest Arrow is Learning, 109
 Swift Recovery, 103
 Swift Strike, 65, 66, 69, 71, 73
 Swift Stroke, 98, 102
 Swift to Anger, 69, 70, 73
 Sword and Staff, 128
 Sword Salute emotes, 19

T

Tailor, 186–93
 Tale of Heroism, 136, 137, 144
 Tank, defined, 22
 Taunt, defined, 22
 Tell, defined, 22
 Telling Mark, 48, 49, 51, 57, 60
 Tend the Sick, 115
 Test of Will, 116, 117, 126
 /thank command, 13
 The Thickest of Skins, 186
 A Thief in the Night, 44
 Thingroth, 281
 Thorenhad, 25
 Thorin's Gate and Surroundings, 235, 236
 Thorin's Hall, 24, 28, 235
 Threatening Shout, 50, 53
 Threat Levels, 16
 Thrill of Danger, 84, 92
 Thrust, 83, 85, 91, 92
 Time of Need, 70
 Tirith Rhaw, 242
 Tol Ascarnen, 238, 244
 Tolerant, 10
 Tom Bombadil, 28
 Tools of the Trade, 35
 Torogrod, 281
 To the Rescue, 86, 87, 92
 Touch and Go, 34, 43
 Track Treasure, 33, 36
 Train, defined, 22
 Trainers, Bree-land, 222
 Traits
 Burglar, 37–38
 Captain, 54–55
 Champion, 69–70
 Guardian, 86–87
 Hunter, 102–3
 by level, 9
 Lore-master, 117–18
 Minstrel, 138–39
 by race, 10–11
 Traveling, 23–25
 Trestlebridge, 25, 93, 264
 Trick: Counter Defence, 36
 Trick: Disable, 34
 Trick: Dust in the Eyes, 35
 Trick: Enrage, 37
 Trikster, 38
 Trip, 36, 43
 Triumphant Spirit, 136, 144
 Trollshaws, 273–81
 Bruinen Gorges, 275
 Drauglad, 275
 Ford of Bruinen, 275
 Giant Valley, 276
 High Moor, 276
 Mobs, 274
 Nan Tornaeth, 279
 Northern Trollshaws, 279
 Ost Durgonn, 280
 Overview, 273
 Quest NPCs, 274
 Rivendell, 277

Southern Trollshaws, 280
 Wight Ruins, 281
 Trousers, 8
 True Shot, 102
 Turn of the Tables, 85
 Turn of the Tide, 55, 57, 60
 /tutorial command, 13
 Twink, defined, 22
 Two-Handed Axes, 51, 67, 83
 Two-Handed Clubs, 51, 83
 Two-Handed Hammers, 51, 67, 83
 Two-Handed Staves, 114
 Two-Handed Swords, 51, 67, 83

U

Ultan Foebane, 76
 The Underfeated emotes, 19
 The Undying emotes, 19
 Unrelenting, 144
 Unrelenting Pitch, 138
 The Unscathed emotes, 19
 Use of Fire, 100
 Use of Light, 101

V

Vale of Thráin, 236
 Valour, 10
 Vegetarian emotes, 19
 Vendors, Bree-land, 222
 Venusada of Gondor, 63, 65, 69, 73
 Vexing Blow, 82, 88, 91
 Vian Valourian, 45, 48, 54, 60
 Vicious Strikes, 69, 70, 73
 Victorious emotes, 19
 Virtues, descriptions, 9–10
 Vitality, 7
 Starting Burglar
 Characteristics, 31
 Starting Capatin
 Characteristics, 48
 Starting Champion
 Characteristics, 64
 Starting Guardian
 Characteristics, 79
 Starting Hunter
 Characteristics, 95
 Starting Lore-Master
 Characteristics, 112
 Starting Minstrel
 Characteristics, 131

W

War-Cry, 49, 51, 56, 57
 Warrior's Heart, 84, 85, 92
 The Wary emotes, 19
 /wave command, 13
 Weaknesses, 94–95
 Burglar, 30
 Captain, 47
 Champion, 63–64
 Guardian, 78–79
 Hunter, 94–95
 Lore-master, 111
 Minstrel, 130
 Weapon availability, 5

Weaponsmith, 193–202
 Weathertop, 28, 245, 251
 West Bree, 25
 Western Bruinen, 256
 Whirling Retaliation, 80, 83, 85, 91, 92
 /whisper command, 13
 /who command, 13
 Wight Ruins, 281
 Wild Attack, 65, 66, 69, 71, 72, 73
 Will, 7

 Starting Burglar
 Characteristics, 31
 Starting Capatin
 Characteristics, 48
 Starting Champion
 Characteristics, 64
 Starting Guardian
 Characteristics, 79
 Starting Hunter
 Characteristics, 95
 Starting Lore-Master
 Characteristics, 112
 Starting Minstrel
 Characteristics, 131
 The Will of the Iron, 163–64
 Wind-Lore, 115, 121
 Winds of the Storm, 70
 Wisdom, 10
 Wisdom of the Council, 116, 117, 124, 126
 The Wisdst Way is
 Contemplation, 127
 WIT, defined, 22
 Witch-king of Angmar, 28
 Wool Cloak, 137
 Woot, defined, 22
 Words of Courage, 48, 49, 52, 57, 60
 World Map of Middle-earth, 206
 Worm-Skin, 73
 Wound, 7
 Woven Cloak, 85
 WTB, defined, 22
 WTS, defined, 22

Y

/yes command, 13
 Yew Wood, 157

Z

Zeal, 10
 Zerg, defined, 22
 Zhurpukh of the Deeps, 76



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Special Thanks

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